

Gregory Jean-Baptiste

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EDUCATION

Quinnipiac University, Hamden, CT

Bachelor of Arts December 2024

Major: Computer Science; Minor: Fine Arts

Overall GPA: 2.88

Coursework Includes: Programming and Problem Solving/ Lab, Object-Oriented Design and Programming/ Lab, Introduction to Software Development, Software Project Management, Pre-Calculus, Calculus of a Single Variable, Creativity and Computation, Algorithm Design and Analysis, Digital Logic and Design, Artificial Intelligence and Art, Introduction to 3D Modeling, Introduction to Entrepreneurial Thinking and Practice, Introduction to Computer Security, Digital Logic and Design, Senior Thesis I & II, Operating Systems and Systems Programming, Software Project Management

TECHNICAL SKILLS

Application Programming: Java, MATLAB, MIPS, C

Functional Programming: Scheme (LISP), Standard ML, F#

Web Programming: ASP, .NET, PHP, HTML, CSS, JavaScript, JQuery, AngularJS, SOAP, REST

Databases: MySQL, MS SQL, MongoDB, LINQ, Entity Framework, Microsoft Excel

Cloud Computing: AWS, MS Azure, SaaS, PaaS, IaaS

Repository: Git, Team Foundation Server (TFS)

RELEVANT PROJECTS - Quinnipiac University

QU School of Engineering, Hamden, CT

Data Structure Project, Spring 2022

- The project went through a list of movies and gave an accurate number of titles from an Excel spreadsheet.

Object-oriented design project, Spring 2022

- Collaborated with a classmate and created a moving scenery of a city landscape, with interactive objects. Interactive objects include clouds, people, and vehicles.

Intro Software Development project, Fall 2023

- Collaborated with classmates and worked as a team to create a platforming game in Java.

'Operating Systems and Systems Programming' Assignment 1, Fall 2024

- Created a program in C that takes a single command-line argument indicating the top of the range of numbers and checking for primness.

Professional Experience, Hamden, CT

DMV simulator, May 2022

- Made a Java program that simulates an experience while waiting at the Department of Motor Vehicles.

Animal picker project, March 2022

- Created a Java program that would display a specific message depending on what the user inputs into the console.

CCGhack, November 2024

- Collaborated with classmates to create a website in HTML for the Quinnipiac Computing Club's Fall 2024 Hackathon, generated suggestions to aid college students in packing efficiently, and directed the students to the Facebook marketplace and Craigslist to sell undesired items.

QUINNIPIAC ACTIVITIES & INTERESTS

Dean's List Fall 2024

Campus activities: **Quinnipiac Screenwriting Club**, Member, Fall 2022 – Spring 2024

Interests include: App Development, Artistic Development/Drawing, Photography, Fitness and Exercise