Ian Casini

(585) 500-0479 | ianconnorcasini@gmail.com | linkedin.com/in/ian-casini

---

SKILLS
Programming Languages: Java, Python, C, C#, Kotlin, Visual Basic, R, JavaScript, HTML, CSS, XML
Technical: Agile, React, Angular, .NET, RESTful APIs, Datto, Autotask, Jamf, TeamDynamix
Systems & Platforms: Windows Domain Environments, Linux, macOS, MS365, Google Workspace

EDUCATION
St. John Fisher University – Rochester, NY   Sept. 2021 – Dec. 2024
Bachelor of Science in Computer Science
GPA: 3.518 | Cum Laude | Honor Scholar | Dean's List (4x) | Accelerated Graduation | NSLS | PTK

PROFESSIONAL EXPERIENCE
IT Specialist (Contract) | Center Information Services – Rochester, NY   Jan. 2025 – Sept. 2025
- Provided desktop, software, peripheral, and network support in an MSP environment to 6 agencies utilizing Datto and Autotask.
- Delivered remote and on-site support in Windows environments to ensure client satisfaction.

iCardinal Lab Tech | St. John Fisher University – Rochester, NY   Jan. 2024 – Dec. 2024
- Troubleshot iPads and accessories, managed service tickets, and maintained inventory.
- Utilized TeamDynamix and Jamf for issue resolution and asset tracking.

Tutor | St. John Fisher University – Rochester, NY   Jan. 2023 – Dec. 2024
- Tutored students in Theory of Computation, Computer Science II, Networking, Cybersecurity II, and Computer Graphics, helping students and improving their ability and academic outcomes.

OIT Tech | St. John Fisher University– Rochester, NY   Sept. 2022 – Dec. 2023
- Resolved computer and IT issues, deployed and tracked inventory, managed tickets in TeamDynamix, and performed remote troubleshooting with Jamf.

LEADERSHIP & ACCOMPLISHMENTS
Hyrule Adventure   June 2025 – Sept. 2025
- Built a Zelda-inspired RPG with combat, puzzles, and exploration using JavaScript, React Native, JSON, and also implemented an inventory system and AI enemies

FitTrack Lead Developer   June 2025 – Sept. 2025
- Built a mobile app with React, JavaScript, and CSS to track workouts, nutrition, and water intake, offering workout templates and personalized recommendations.

US Cyber Challenge Competitor | Center for Internet Security   Nov. 2024 – Apr. 2025
- Ranked 172nd in worldwide competition, performing forensic analysis, privilege escalation, reverse engineering, penetration testing, built accessible UI, processed data, and integrated APIs

Programming Language Concepts Assistant   Sept. 2024 – Dec. 2024
- Redesigned course content using Python and Java, improving student engagement by 30% and comprehension across 20+ students.

SJFU Honors Keystone Lead Developer   Sept. 2023 – Dec. 2023
- Automated Google Form responses with email notifications for teachers and students using Google Apps Script and the Agile development methodology.

Hopper Developer   June 2022- Aug. 2022
- Developed a Frogger-style arcade game in Visual Studio using Visual Basic, implementing a player-controlled frog and moving cars that the player must avoid while crossing the play area