Stuart Small

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EDUCATION

The University of Texas at Dallas   December 2020
B.S., Computer Science GPA 3.333/4.0

WORK EXPERIENCE

Market Street   October 2013 – November 2015
Sacker (October 2013-Febuary 2014)

- Communicated directly with customers

Cashier (February 2014-April 2015)

- Reconciled customers' questions by providing information and resolving their complaints.
- Supervised others and provide on-the-job training

Stocker (April 2015- November 2015)

- Collected and counted stock items, and recorded data using a computer
- Verified inventory computations by comparing them to physical counts of stock, and investigated discrepancies or adjusted errors

PERSONAL PROJECTS

Dice Roller Web Application- https://github.com/JSmalls96/DiceRoller

- Developed a web application with HTML5, CSS3, and JavaScript that simulates rolling dice with dice visualization.
- Provided variation to the type and number of dies to be rolled.

ACADEMIC PROJECTS

Virtual Board Game   Computer Science II   Fall 2017

- Coded several Java classes implementing concepts such as polymorphism and inheritance
- Created an interactive board game including multiple player and CPU multiplayer combinations

Old Maid- https://github.com/JSmalls96/OldMaid   Software Engineering   Spring 2019

- Lead a group of four in the agile development of a Multiplayer Rendition of the game Old Maid
- Wrote core game functionality in Java 11
- Wrote, and tested the User Interface using JavaFX

TECHNICAL SKILLS

Programming/Scripting Languages: Java, C++, JavaScript, JavaFX, Bash, C, Python, MIPS, Perl, SQL

Web Technologies: HTML5, CSS3

Applications: MS Word, MS Power Point, Outlook, Unity, Adobe Photoshop, SceneBuilder

Operating Systems: UNIX, Linux (Ubuntu), Windows (XP, Vista, 7, 10)

Development Tools: Git

ACTIVITIES

Member, Association for Computing Machinery at UTD   January 2019-Present
Member, Computer Security Group at UTD   January 2019-Present