Jack Bartolone

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OBJECTIVE

To secure a full-time position in the field of Information Technology with a concentration in Data Analytics, Software Development, or Game Development. Recent college graduate open to relocation.

EDUCATION

Purdue University - West Lafayette, Indiana   May 2018
- Bachelor of Science, Computer and Information Technology   Major GPA 3.06/4.0
- Minor, Art and Design

Skills

<u>Advanced</u>	<u>Intermediate</u>	<u>Basic</u>
Java	Python	Unreal
SQL	C	Unity
UML	PL/SQL	Blender
Visual Paradigm	HTML/CSS	Microsoft Project
Android Studio	JavaScript	Ruby
Oracle SQL Developer	Git	
Relational Database Modeling	Visual C#	
	Visual Studio	

PROJECT/TEAMWORK EXPERIENCE

CGT 345 –Game & Simulations Development   *Fall 2016*
- Completed weekly sprints by presenting prototype to class
- Developed immersive environments in Unreal Engine

CNIT 225 –Object-Oriented Programming   *Spring 2016*
- Developed class diagram using Visual Paradigm
- Implemented classes and interfaces using Unity C# Scripting
- Maintained codebase on GitHub

CNIT 372 –Database Programming   *Fall 2017*
- Created Entity Relationship Diagram through collaboration
- Designed and populated database using SQL Developer
- Queried database to analyze and verify design decisions made by team

CNIT 325 –Object-Oriented Application Development   *Fall 2017*
- Developed class diagram using Visual Paradigm
- Implemented class specifications and client-server model
- Maintained codebase on GitHub

CNIT 392 –Enterprise Data Management   *Spring 2018*
- Created database from logic design
- Implemented all physical constraints and indices
- Populated database via imported flat file

CNIT 425 –Software Development for Mobile Devices II   *Spring 2018*
- Developed prototype application with client-server model
- Documented codebase
- Maintained application codebase on GitHub

Current Courses: Coursera, Algorithms Part 1 by Princeton University (Online)

WORK EXPERIENCE

Cracker Barrel, *Host*, Lafayette, IN *Apr 2014-Oct 2016*

- Accommodated customers by seating and serving them as needed to maintain business reputation
- Assisted wait staff by being mindful of restaurant flow and providing timely service

EXTRACURRICULAR ACTIVITIES

Independent Game Development Club *Aug 2015-present*

- Construct game mechanics using Unity C# Scripting
- Provide feedback to other members on their game design
- Network with industry professional to learn latest practices

Special Interest Group Game Development of Purdue *Aug 2015-May 2016*

- Develop particles systems in Unity for shooting mechanic
- Collaborated with others through team meetings on deliverables