Jordan Paperny

732-485-5560 | [jpaperny123@gmail.com](mailto:x@x.com) | [Morganville, NJ](https://github.com/...)

Intro

As a Computer Science student with a passion for IT support and systems administration, I bring a strong foundation in software development and a deep familiarity with macOS and Windows. My detail-oriented nature and strong communication skills make me a valuable team player. I am eager to apply my technical expertise in a transformative role, further hone my skills, and contribute to impactful technology operations projects.

Education

|  |  |
| --- | --- |
| Rutgers University | Sep. 2023 – May 2027 |
| Bachelor of Arts in Computer Science | New Brunswick, NJ |
| • Dean’s List: Spring 2025 |  |

Relevant Coursework

|  |  |  |  |
| --- | --- | --- | --- |
| • Data Management for | • Computer | • Data Structures | • Discrete Structures |
| Data Science | Architecture |  |  |
| Experience |  |  |  |
|  | | |  |
| Flight Software Team — Space Technology Association | | | Sep. 2023 – Jan. 2024 |
| Rutgers University |  |  | New Brunswick, NJ |

* Integrated and utilized NASA Core Flight Software within the flight software subteam to build and manage a CubeSat using reusable flight software systems usingC and C++.
* Worked collaboratively to create sophisticated simulations for programs, enabling accurate and efficient analysis of satellite operations.
* Designed, developed, and successfully implemented complex software solutions to simulate orbit and access scenarios, leveraging strong technical skills in systems administration and IT support, and showcasing meticulous attention to detail and robust problem-solving abilities.

Projects

Tide | Python, VS Code, Pygame, NumPy July 2024 – August 2024

* Engineered a sophisticated interactive 2D space shooter game utilizing Python, demonstrating a deep understanding of IT operations and systems administration.
* Employed the Pygame library to handle game mechanics, including render graphics, managing player input, and implementing game logic.
* Developed and seamlessly integrated an intuitive, visually appealing user interface, optimizing player experience and enhancing system efficiency in a team-oriented environment.

Forensic DNA Analysis System | Java, Maven, Eclipse April 2024 – May 2024

* Engineered a highly specialized Java-based system for efficient management and analysis of forensic DNA data, demonstrating strong IT support skills, systems administration capabilities, and a meticulous attention to detail.
* Enabled the use of data structure algorithms to efficiently organize and analyze genetic profiles, designed for applications in law enforcement and genetic research

Technical Skills

Languages: Java, Python, SQL, R, C/C++, JavaScript, HTML, CSS, LaTeX

Frameworks: React.js, Flask

Developer Tools: Microsoft Office Suite, Linux, VS Code, IntelliJ, Eclipse, Tableau, Git, Maven, PyTest

Libraries: JQuery, JUnit, Pygame, NumPy, Pandas

Certifications: JavaScript Algorithms and Data Structures