Jordan Paperny

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Intro

As a Computer Science student with a keen interest in IT support and systems administration, I bring a solid foundation in software development and technology operations. My hands-on project experience and strong familiarity with macOS and Windows have honed my problem-solving and technical skills. I am detail-oriented, team-oriented, and have a strong track record of delivering organized and impactful solutions. I am eager to apply my knowledge and skills in a dynamic role to further develop my expertise and contribute to impactful IT projects.

Education

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| --- | --- |
| 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.
* Engineered and executed sophisticated software solutions, utilizing both macOS and Windows, to simulate complex orbit and access scenarios, demonstrating strong technical acumen and detail-oriented approach in systems administration.

Projects

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

* Engineered a sophisticated, user-friendly 2D space shooter game using Python, demonstrating exceptional IT support skills, detail-oriented approach, and proficiency in systems administration.
* Employed the Pygame library to handle game mechanics, including render graphics, managing player input, and implementing game logic.
* Engineered and seamlessly integrated an intuitive, visually appealing user interface, optimizing player experience and demonstrating strong capabilities in systems administration and technology operations.

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

* Engineered a robust Java-based system for managing complex DNA data, facilitating accurate forensic analysis, demonstrating strong problem-solving skills and proficiency in systems administration.
* 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