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, data-driven methodologies, and proficiency in macOS and Windows. My detail-oriented nature, strong communication skills, and team-oriented mindset allow me to effectively manage tasks and contribute to technology operations. I am eager to apply my skills in a role that allows me to drive technological advancements, while also expanding my knowledge in systems administration.

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.
* Engineered and executed comprehensive software solutions to simulate complex orbit and access scenarios, leveraging strong technical skills in macOS and Windows, demonstrating a detail-oriented and organized approach.

Projects

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

* Engineered a dynamic 2D space shooter game using Python, demonstrating strong technical proficiency and problem-solving skills, fundamental for IT support and systems administration roles.
* Employed the Pygame library to handle game mechanics, including render graphics, managing player input, and implementing game logic.
* Architected and seamlessly integrated a user-centric interface, enhancing system administration efficiency and intuitiveness, thereby optimizing the user experience for a diverse player base.

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

* Engineered a sophisticated Java-based system for efficient management and analysis of DNA data, demonstrating an advanced understanding of systems administration and a detail-oriented approach to technology operations.
* 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