Jordan Paperny

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Intro

As a dedicated and passionate Computer Science student with a strong foundation in software development and data-driven methodologies, I am eager to leverage my academic knowledge and hands-on project experience in a professional setting. My ability to design efficient systems, solve complex technical problems, and derive meaningful insights from data allows me to approach challenges from multiple perspectives. I thrive in environments where innovation and collaboration meet, applying technical expertise and data analysis to drive impactful solutions. I am seeking an opportunity to contribute to impactful projects, further develop my technical skills, and drive technological advancements in a dynamic and transformative role.

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.
* Developed and implemented robust software solutions to model the intricate dynamics of orbit and access scenarios.

Projects

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

* Developed an interactive 2D space shooter game utilizing Python.
* Employed the Pygame library to handle game mechanics, including render graphics, managing player input, and implementing game logic.
* Designed and integrated a visually pleasing user interface to ensure an intuitive and nonchalant player experience.

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

* Developed a specialized system in Java to manage DNA data for forensic analysis.
* 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