Jordan Paperny

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

Intro

As a Computer Science student specialized in system administration and IT support, I am deeply interested in utilizing my knowledge of macOS and Windows in a technological operations role. I am known for my detail-oriented, organized approach, and strong communication skills, which I leverage to foster a team-oriented environment. My goal is to apply my academic knowledge and project experience in a role that allows me to contribute to significant IT projects and enhance my technical competencies.

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 advanced software solutions, leveraging expertise in macOS and Windows, to accurately model complex orbit and access scenarios, demonstrating a keen detail-oriented approach and robust IT support skills.

Projects

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

* Engineered a complex, interactive 2D space shooter game using Python, demonstrating strong problem-solving skills and proficiency in coding, contributing to a robust understanding of IT support 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 a user-friendly interface, leveraging strong IT support skills and knowledge of macOS and Windows, to optimize player experience and ensure intuitive interactions.

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

* Engineered an innovative, specialized system in Java for the meticulous management and analysis of DNA data in forensic operations, demonstrating strong IT support skills and a detail-oriented approach.
* 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