Jordan Paperny

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Intro

As a Computer Science student with a robust foundation in Python and software development, I specialize in backend development, agent system implementation, and API integration. My experience in performance optimization, infrastructure development, and automated testing aligns with my ability to work independently and learn quickly. With a knack for problem-solving and a basic understanding of AI/ML concepts, I am eager to apply my skills in a role that drives technological advancements through impactful 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.
* Engineered and deployed advanced Python-based software solutions, optimizing orbit and access scenario modeling, which significantly improved system performance and efficiency in line with modern backend development practices.

Projects

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

* Engineered an interactive 2D space shooter game with Python, incorporating backend development, API integration, performance optimization, and automated testing, demonstrating strong programming skills and problem-solving abilities.
* Employed the Pygame library to handle game mechanics, including render graphics, managing player input, and implementing game logic.
* Developed and incorporated an efficient user interface using Python and modern frameworks, optimizing player experience and enhancing system performance.

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

* Engineered and implemented a high-performance Java-based system for managing complex DNA data in forensic analysis, exhibiting strong problem-solving skills and a deep understanding of backend development principles.
* 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