Jordan Paperny

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

Intro

As a diligent Computer Science student with a keen interest in IT support and systems administration, I have honed my skills in macOS and Windows. My detailed-oriented approach and strong communication skills complement my ability to deliver organized, effective solutions in technology operations. I'm poised to contribute to team-oriented projects, enhance my technical expertise, and propel advancements in an impactful role.

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.
* Spearheaded the development and implementation of intricate software solutions, modeling complex orbit and access scenarios, demonstrating strong technical acumen, and contributing to team-oriented problem-solving in an IT operations environment.

Projects

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

* Engineered an advanced 2D space shooter game leveraging Python, showcasing strong technical acumen, problem-solving skills, and a detail-oriented mindset in technology operations.
* Employed the Pygame library to handle game mechanics, including render graphics, managing player input, and implementing game logic.
* Strategically designed and seamlessly integrated a user-friendly interface, leveraging expertise in macOS and Windows, to optimize player experience and enhance system operations.

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

* Engineered an innovative system using Java to efficiently manage and streamline DNA data for forensic analysis, demonstrating strong technical acumen, attention to detail, and problem-solving skills in 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