Jordan Paperny

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Intro

As a dedicated Computer Science student with a solid foundation in software development and data analysis, I am passionate about creating innovative solutions that empower artists and disrupt traditional business models. My expertise in designing efficient systems and extracting insights from data equips me to contribute to the development of a dynamic music distribution platform. I am eager to apply my technical skills to cultivate meaningful connections between artists, brands, and fans, while promoting artist independence and growth.

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

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| --- | --- | --- | --- |
| • 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 to simulate complex dynamics, mirroring the intricate relationships between artists, brands, and fans, to empower artists and disrupt traditional music industry paradigms.

Projects

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

* Conceptualized and developed an engaging 2D space shooter game using Python, showcasing creative problem-solving and technical prowess, key skills that can be leveraged to build innovative platforms for UnitedMasters to empower artists.
* Employed the Pygame library to handle game mechanics, including render graphics, managing player input, and implementing game logic.
* Engineered and implemented an aesthetically appealing and intuitive user interface, optimizing player experience and engagement, thereby aligning with UnitedMasters' vision of empowering artists and fans through a disruptive, artist-first music distribution service.

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

* Engineered a sophisticated Java-based system for managing complex DNA data sets, leveraging robust data analysis skills that can be utilized in enhancing UnitedMasters' music distribution platform for independent artists and change-makers.
* 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