Jordan Paperny

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Intro

A dedicated Computer Science student with a strong foundation in software development and data-driven methodologies, I am eager to apply 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 equips me to approach challenges from multiple perspectives. Thriving in innovative and collaborative environments, I am adept at applying technical expertise and data analysis to drive impactful solutions. I am excited about the opportunity to contribute to transformative projects, further hone my technical skills, and drive technological advancements in a dynamic role like the one at DoorDash.

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