

Home Address:
20 Scotto Place
Dayton, NJ 08810
732-329-3808

Kirollos Basta
knb93@scarletmail.rutgers.edu
732-822-2031

School Address:
4482 LPO WAY
New Brunswick, NJ
08901

Education

Rutgers University, New Jersey

Expected to graduate May 2021

Concentration: **Bachelor of Science in Computer Science**

Current GPA: 3.965

Member of Rutgers Honors Program

Fall 2018

Recognized on Dean's List

2017-2018

Skills

Proficient in Office, Mongo DB Atlas, Java, Python, C and C++.

Projects

"Bird bot"

2017-Present

- Created a program to recognize and send messages to discord (a chat service) in real-time using Java, objects and the JDA library.
- Recognizes users via a specifically generated "user ID", stored information about users' actions.
- Plans to expand into a new bot called "PotterQuest" and to utilize Mongo DB Atlas for storage.

Computer Poker Game

Fall 2017

- Produced a program which determines who wins a poker game using objects in Java.

Moon Phase Calculator

2016-2017

- Developed a program in Python which determines the moon phase that appears on a particular day (given an input) and generated a corresponding image to represent it using the turtle library.

Leadership

USACS (Undergraduate Student Alliance of Computer Scientists) Alumni Chair

2018-Present

- Organized alumni involvement in school's main computer science club USACS via emails and newsletters. Facilitated an alumni mentorship program and self-mentored students as an aside from alumni mentorship program.

HackRU Organizer

2018-Present

- Aided in the development of a program named "sledge" to aid in judging process at Rutgers hackathon, HackRU. Managed volunteers and helped with the general facilitation of event by providing general guidance to hackers.

Relevant Courses

Computer Architecture

Fall 2019

- Practiced C programming as well as assembly while learning low level interactions between the hardware and software within a machine. Learned fundamentals of caching and digital logic.

Data Structures

Spring 2018

- Learned fundamental data structures such as linked lists, AVL trees, heaps and graphs and how to use and implement them efficiently.

Electronics and Robotics

2015-2016

- Developed various hovercrafts and Arduino controlled racecars while learning basic programming in C++.