<ANTHONY DONSEREAUX>

Antdonsereaux@gmail.com

anthonydonsereaux.com

github.com/Luckydog03

832-477-7060

Computer Science graduate from Colorado State University, skilled in Java, Python, and web development. Experienced in agile environments, proven leadership, and strong problem-solving capabilities. Passionate about developing innovative software solutions, contributing positively within collaborative teams, and open to cleared work.

RELEVANT EXPERIENCE

Tech Consultant - Intern
/ FireBird Technologies inc.
December 2024 - February 2025

> Developed Python pipeline for detecting and aggregating wildfire perimeters over time using spatial intersection techniques with GeoPandas and Shapely.
> Collaborated remotely with a distributed team, contributing to agile development meetings, code reviews, and troubleshooting processes.

Teaching Assistant
/ Colorado State University
August 2023 - December 2024

> *Instructed Introductory Python and Java courses averaging 150 students*
> *Mentored undergraduate students on academic pathways, internships, python coding practices and data analytics using pandas.*

Assistant Manager
/ Dion's
March 2017 - August 2019

> Managed a team of 20 employees, overseeing training in food preparation, safety compliance, and financial operations

EDUCATION

Bachelor of Science in Computer Science
Business Administration Minor
Colorado State University
2024

Study Abroad
Korea University
2022

COURSEWORK EXPERIENCE

Object Oriented Design
> Implemented a chess game web application using object-oriented analysis and design principles; leveraged GitLab for version control, issue tracking, and continuous integration while collaborating in an agile team environment.

Software Engineering
> Completed a team-based, Agile-driven software engineering course using Scrum, test-driven postman development, CI/CD, and web development tools to create a GPS application.

Algorithms
> Studied algorithm design and analysis techniques including greedy algorithms, dynamic programming, divide-and-conquer, and graph algorithms (DFS, BFS, shortest paths, spanning trees), with an emphasis on time complexity, problem reductions, and computational complexity classes (P, NP, NP-Complete).

</SOFTWARE ENGINEER>

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COURSEWORK EXPERIENCE

Mixed Reality Design
> Studied Virtual Reality design, development and theory by creating a VR game in a 3 man team using Unreal Engine 5.

Cyber Security
> Studied computer security, covering cryptography, authentication, access control, database and network security, intrusion detection, denial-of-service and buffer overflow attacks.

Databases
> Studied the theory and implementation of database systems, focusing on data modeling, relational design, SQL, transactions, and security rather than commercial DBMS platforms.

Linear Algebra
> Covered Linear systems, matrices, subspaces of Euclidean spaces, linear transformations on Euclidean spaces, eigenvalues, eigenvectors.

Applied Statistical Methods
> Practiced statistical analysis methods including probability, hypothesis testing, ANOVA, regression, and statistical inference, with an emphasis on interpreting results and using software tools over manual calculation.

EXTRACURRICULAR

Natural Sciences College Council
> Advised the Dean's office on new academic policies and procedures, influencing decisions affecting over 4,000 students.

Brackey's Game Jam 2025.1
> Collaborated in a two-person team to design and develop a tower defense game using Unity within a one-week timeframe.

Gamedev.js Game Jam 2025
> Collaborated in a two person team to design and develop a top down level based RPG in a two week timeframe.

LANGUAGES

> Java
> Assembly
> C, C++, C#
> Python
> SQL

Web Development tools:
> ReactJS
> NextJS
> NodeJS
> TypeScript

</SOFTWARE ENGINEER>