

Mitchell T. Noun

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Education

Bridgewater State University | Bridgewater, MA

Graduated May 2022

B.S. – Computer Science

Cumulative GPA: 3.57

Coursework: Statistical Methods, Discrete Mathematics, Linear Algebra, Data Structures, Analysis of Algorithms, Operating Systems, Computer Networks, Cybersecurity, Software Development, Web Application Development

Skills and Technical Tools

Programming Languages: Python, Java, Javascript, C#, SQL, HTML/CSS

Technologies: Git, Express, Heroku, Microsoft Office, Google Suite

Projects

IMDB Project | Python, SQLite

github.com/MNoun/MNounIMDBProject

- Utilizes IMDB API to collect movie and tv show data in a SQL table.
- Data is visualized through a GUI using PyQt.

Deal Finder | HTML/CSS, Javascript, Express, Postgres

github.com/MNoun/COMP335Final

- Sample website created to implement new web dev techniques.
- Includes login authentication, postgres database, and deployed on Heroku.

GUI Game | Go, Ebiten Library

github.com/MNoun/MNounGUIGame

- 2D game using Go and Ebiten game library.
- Includes Web Assembly integration to play on a web server.

Maze Creation | C#, Unity3D

github.com/MNoun/UnityMaze

- Implemented Kruskal's Algorithm to procedurally generate a maze of tiles.
- Includes Unity project file and an example .png of a generated maze.

Work Experience

Computer Science Tutor | Bridgewater State University

Sep 2021 – May 2022

- Taught students the fundamentals of programming and technical problem solving.
- Reinforced techniques learned in class through student projects and homework.

Road Crew | Rockland Highway Department

Nov 2021 – Aug 2022

- Oversaw road and public space closures and maintenance.
- Assisted emergency services.

Custodian | Rockland Public Schools

May 2019 – Sep 2020

- Created a daily custodial services schedule.
- Performed routine maintenance.

References

- Furnished upon request