

MARK RULLI

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Education

Rutgers, State University of New Jersey School of Arts and Sciences

New Brunswick, NJ
2022 - 2024

Bachelor of Science, Major in Computer Science, Minor in Cognitive Science

- GPA [3.2]
- Applied Coursework: Computer Architecture, Software Methodology, Discrete Structures II, Intro to Linear Algebra, Operating Systems, Principles of Information and Data Management, Data Structures, Data Analytics in Python, Assembly Language Programming, Design and Analysis of Algorithms

Ramapo College of New Jersey School of Theoretical and Applied Science

Mahwah, NJ
2020 - 2022

Bachelor of Computer Science

- GPA [3.7]
- Presidential Scholarship Recipient
- Ramapo College Honors Program

Professional Experience

Doc Pickle

Little Falls, NJ

Warehouse Worker / Market Salesman

August 2022 – September 2023

- Regularly faced and overcame operational challenges, from supply chain disruptions to on-the-spot customer feedback, honing my ability to quickly address and rectify problems.
- Independently sold a minimum of two thousand dollars' worth of goods each market, demonstrating the ability to pitch products and maintain friendly interactions.
- Interacted directly with hundreds of customers, refining my interpersonal skills and ensuring customer satisfaction.

Retro Fitness

Fair Lawn, NJ

Front Desk

May 2021 – August 2022

- Leveraged ABC software for member management and billing, showcasing the ability to quickly learn and adeptly use technical systems.
- Trained new employees to use ABC software, sign up new members, and act accordingly to company expectations.
- Served as the primary point of contact for hundreds of gym members daily, improving my communication and problem-solving skills.

Personal Projects

Fitness Dashboard

- Developed a fitness dashboard web application allowing users to track their weight, set goals, and search exercises using an integrated API
- Designed and implemented the frontend using React and the backend using Node.js

Space Shooter Game

- Designed and implemented a 2D space shooter game using Python and the Pygame library. The game features lateral, player movement, enemy AI, and scoring mechanics
- Addressed various game design challenges, such as balancing game difficulty and creating a user-friendly interface