Neil Opena

Computer Science and Applied Mathematics/Statistics

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About Me

Technical Skills Java, Python, C, MIPS, HTML/CSS, Git/GitHub, Windows, Unix/Linux, LaTeX
Skills Critical Thinker, Inquisitive, Strong Communication skills, Enthusiastic
Languages Fluent in English and Tagalog (Filipino); Conversational Proficiency in French
Interests Software Engineering, Aviation, Fitness, Guitars, Dancing

Education

Stony Brook University Stony Brook, NY (2016–2020 (expected))

- B.S. in Computer Science and Applied Mathematics/Statistics (double major)
- GPA: 3.92/4.0
- Presidential Scholar, Outstanding Academic Achievement Award Recipient, Dean's List

Work Experience

Stony Brook University

Teaching Assistant, CSE 214 (Data Structures) Stony Brook, NY (January 2018 - May 2018)

- Helped students understand basic data structures and algorithm concepts by holding weekly office hours
- Improved public speaking skills by teaching weekly recitations for 30+ undergraduate students
- Mentored students about various data structure implementations using Java as the primary language
- Enhanced communication skills from the interpersonal relationships with students and faculty

Personal Projects

Cypher Gazer (Summer 2018)

- Developed an Android application to help every day people learn the basics of cryptography, focusing on the encryption and decryption process for each input character
- Built using Java multi-threading and reflection for future cypher support
- Learned the intricacies of Google Material Design and the importance of adjusting the code for legacy support

DataViLiJ (Spring 2018)

- Built a graphical user interface application to model how algorithms can learn from data
- Implemented multiple classification and clustering algorithms, while using multi-threading and reflection to improve usability
- Produced proper design and documentation, including UML class and method diagrams
- Used git as the primary version control system

Personal Website (Summer 2017)

- Created a personal portfolio website, displaying previous projects, using HTML, CSS and JavaScript
- Learned the importance of creating an aesthetically pleasing website while learning the display differences depending on the view device
- Built using several online APIs and plugins including the BootStrap framework, Google Maps API, as well as assets such as FontAwesome

UNO Java Game (Spring 2017)

- Wrote a 2D replica of UNO as an extracurricular project for CSE 114 (Object-Oriented Programming)
- Learned the basics of the JavaFX framework to create a simple graphical user interface
- Used Eclipse as the primary IDE to develop the project

Relevant Coursework

Computer Science – Data Structures – Theory of Computation – Analysis of Algorithms – Systems Fundamentals – Scripting Languages – Probability and Statistics – Classical Physics – Calculus – Graph Theory – Linear Algebra