

NEIL OPENA

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<https://neil-opena.github.io>

ABOUT ME

Technical Skills	Microsoft Office, Google Suite, Java, Python, JavaScript, C, HTML/CSS, Git/GitHub, Windows, Unix/Linux
Skills	Critical Thinker, Inquisitive, Team Player, Strong Communication Skills, Enthusiastic
Languages	Fluent in English and Tagalog (Filipino); Conversational Proficiency in French
Interests	Reading, Programming, Fitness, Guitars, Drawing, Dancing

EDUCATION

Stony Brook University	Stony Brook, NY (2016 – 2020)
<ul style="list-style-type: none">- B.S. in Applied Mathematics and Statistics / Computer Science (double major)- GPA: 3.93/4.0- Summa Cum Laude, Presidential Scholar, Outstanding Academic Achievement Award Recipient, Dean's List	

WORK EXPERIENCE

Philippine United Student Organization	Stony Brook, NY (May 2019 – May 2020)
Secretary <ul style="list-style-type: none">- Advised and assisted the President and Vice President in leading and overseeing a general body of 250+ members- Maintained and organized 65GB+ of documentation, such as flyers, advertisements, and spreadsheets in the Google Drive- Developed the organization's website and designed a spreadsheet management tool to delegate and keep track of upcoming tasks and responsibilities- Managed the organization's email inbox and served as the point-person and facilitator for any and all correspondences- Recorded the minutes of every executive board and general body meeting	
Department of the Air Force	Robins AFB, GA (May 2019 – Aug 2019)
Computer Scientist Trainee <ul style="list-style-type: none">- Obtained a Secret clearance and attended weekly meetings with the staff of the WASP Element in the Mission Support Flight of the 581st Squadron- Developed a custom extract-transform-load tool used to track and analyze the Squadron's project deliveries using HTML/CSS/JavaScript, ASP.NET Core, C#, and SQL- Deployed the application which is currently being used by the Squadron's Software Process Specialist to automatically generate delivery and status spreadsheets, significantly decreasing the chances of error from manual data input- Assumed the role of Lead Developer in the intern group and helped them program in a group setting using Git	
Stony Brook University	Stony Brook, NY (Jan 2018 – May 2018)
Teaching Assistant, CSE 214 (Data Structures and Algorithms) <ul style="list-style-type: none">- Helped students understand basic data structures and algorithms by holding weekly office hours- Developed public speaking skills by teaching weekly recitations for 30+ undergraduate students- Mentored students about various data structure implementations using Java- Enhanced communication skills by forming interpersonal relationships with students and faculty	

PERSONAL PROJECTS

Bar Raiser	(Fall 2020)
<ul style="list-style-type: none">- Collaborated with three other students to develop a full stack virtual bartending training application- Assumed the role of Lead Designer and used React JS as the primary front-end library for all user interactions- Assisted the Lead Programmer in designing the robust user creation system allowing the upload of any visual asset	
Cypher Gazer	(Summer 2018)
<ul style="list-style-type: none">- Developed an Android application to help everyday 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 and implemented the intricacies of Google Material Design and support for legacy devices	
DataViLiJ	(Spring 2018)
<ul style="list-style-type: none">- Built a graphical user interface application to model how algorithms can learn from data- Implemented with classification and clustering algorithms, while using multi-threading to improve usability- Produced proper design and documentation, including UML class/method diagrams, and use case diagrams	

RELEVANT COURSEWORK

Probability and Statistics – Classical Physics – Calculus – Graph Theory – Linear Algebra – Scripting Languages
Technical Communication – Computer Security Fundamentals – Computer Science – Data Structures – Theory of Computation
Analysis of Algorithms – Systems Fundamentals – Computational Geometry – Software Engineering