Princeton Ferro

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Objective

While I maintain an interest in other areas of computing, my primary enthusiasm rests on artificial intelligence. The complex considerations in emulating human reason through a machine seem fascinating to me. My desire is to learn more about the science involved and to gain valuable knowledge from working on intelligent systems.

Education

Bergen County Academies (Hackensack, New Jersey)
Academy for the Advancement of Science and Technology (2011 - 2015)
GPA: 3.68

Relevant Coursework

AP Computer Science	Artificial Intelligence
AP Calculus AB	Advanced Physics

Work Experience

Computer Repair

Oct. 2013 — present	(Self-employed)	Hackensack, NJ

Self-assigned projects (see GitHub)

libtfidf (May 2014): Java library for performing tf-idf analysis on data sets
grapher.js (Feb 2014): data visualization API for the web
Receiver2D (Oct 2013 — present): 2D game engine written in Java and based off LWJGL
Wangzhan (Aug 2013 — present): website redesign for BCA China Care
Snakes (Aug 2012 — Sept 2013): 2D HTML5 game written in JavaScript using <canvas> technology
Bumbuu (Jun 2010 — present): experimental social network concept

Skills

Languages Known
proficient
Java
JavaScript
Shell (UNIX/Linux)
PHP
HTML/XML, CSS
semiproficient
C, SQL
working knowledge
Common Lisp

Software
Blender3D
*nix utilities (find, grep, gcc, git)
GNU Make, Apache Ant
IDEs (Eclipse, Visual Studio, Anjuta)
vim

APIs
JQuery (JavaScript)
GTK+ (C)

Volunteer Work

BCA China Care — Official Webmaster; hands-on experience
Parternship with the Half the Sky Foundation to raise money and facilitate monthly activities with young Chinese orphans