

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: 3.6

## Relevant Coursework

AP Computer Science  
AP Calculus AB

Artificial Intelligence  
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

**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

Partnership with the Half the Sky Foundation to raise money and facilitate monthly activities with young Chinese orphans