

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