

Scott Imandt

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EDUCATION

Stony Brook University

BS in Computer Science

Stony Brook, NY

May 2024

RESEARCH PROJECTS

VIP Biomedical Engineering Team, CICAidA, XCode Project

Stony Brook, NY

Software Developer Team Leader

January 2023 - December 2023

- Assisted the team in optimizing current hardware implementation by directing the team to focus on portability, power consumption, hardware design, cosmetic design
- Successfully developed and tested functional prototypes using advanced soldering and circuit creation techniques
- Spearheaded new technology methods such as (PCB Design, Circuit Redesign) to assist in optimization methods resulting in a reduction of hardware development time and increased scalability
- Awarded second place winner in the New York Small Business Development Center Entrepreneurship Challenge

Game Developer Project, Earth Uncharted

Stony Brook, NY

Software Developer and Prototype Team Leader

January 2023 - December 2023

- Led a team of developers to successfully prototype a Python proof-of-concept application that validated key game concepts and design strategies, accelerating product development
- Developed a Unity Engine game utilizing map data formats such as (Shapefile, GeoJSON) and developed key game functionalities such as GeoJson map file loading, cursor line rendering, and our line grading algorithm
- Hosted a public playtest of our Unity Engine game and solicited player feedback to incorporate into future development
- Developed comprehensive UML and flow diagrams to visualize and streamline the game development process, ensuring efficient collaboration and reducing development time

PROJECTS

M.E.R.N Application, *DIYTaskTracker.com*; Mongo | Express | React | Node

- Published website that tracks and stores user's maintenance on D.I.Y jobs and informs the user when maintenance is required and supports tabular pdf output for personal records
- Created a User Authentication System utilizing JSON Web Tokens with salted hashed passwords
- Published and hosted website online using a custom domain and CNAME/A name DNS routing

Hiking App, *Trail Recorder*; Java | JavaFX | SQL

- Developed a Java-based hiking application with features for searching, adding, and sharing custom hiking trail data and empowers users to discover new trails, track their hikes, and connect with other outdoor enthusiasts
- Java-based hiking application using JavaFX for a visually appealing and interactive user interface, and an SQL database for efficient data storage and retrieval

Website JSON Editor, *Website JSON Editor*; Python | tkinter | JSON | File I/O

- A custom GUI application for efficient JSON file editing, tailored to the specific needs of my personal website, allowing me to increase the frequency and volume of content and project uploads while reducing the overall time required for updates
- Enhanced proficiency in object-oriented and scripting programming methodologies, complemented by file I/O operations

WORK EXPERIENCE

Biomedical Engineering Department

Stony Brook, NY

Software Engineering Research Assistant

January 2024 - June 2024

- Streamlined development processes by identifying and addressing inefficiencies in software, documentation, communication, and testing across multiple research projects.
- Contributed to the development of course assignments and assessments that aligned with learning objectives and evaluated students' ability to apply software engineering principles to biomedical engineering challenges
- Partnered with teaching assistants to develop and implement engaging Arduino assignments for biomedical engineering courses, fostering student learning

Best Buy

Commack, NY

Computer Sales Associate

August 2018 - August 2021

- Ranked within the top ten sales associates in the district by maintaining high average sale value and securing the most new customer credit card applications and total tech support service packages
- Achieved the highest customer satisfaction rating in the district, as evidenced by customer surveys, through a customer-centric approach to sales

SKILLS

- Proficient Languages:** Python, Java, JavaScript, HTML, C++
- Previous Experience:** C, MySQL, MIPS, Pytorch, Numpy, Ruby, Shell Scripting,
- Programming Technologies:** Mongo, Express, React, Node, Mongoose, JavaFX, Tkinter, unittest/PyUnit, pytest
- Technology:** Git, Agile, Back-end Development, Front-end Development, Web3, Full Stack, CI/CD, End to end, Responsive Design, Computer Bios System, Fusion 360, EasyEDA PCB Design, 3D Printing, 3D modeling, Arduino, Raspberry PI, Unity Game Engine, Unreal Game Engine, Blender, Linux, Microsoft Office Suite (PowerPoint, Excel, Word)