

Kian Frawley

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EDUCATION

Binghamton University, State University of New York, Thomas J. Watson College of Engineering and Applied Science

Bachelor of Science in Computer Science

Expected December 2025

Cumulative GPA: 3.40/4.00

Honors: Tau Sigma Honor Society, Dean's List

Relevant Coursework: Data Structures and Algorithms, Assembly Programming, Technical Writing

Suffolk County Community College, State University of New York

Associates of Science in Computer Science

Graduated May 2023

Cumulative GPA: 3.90/4.00

Honors: Phi Theta Kappa Honor Society, President of Computer Science Club, Ellis Eschen Scholarship

Relevant Coursework: GUI Programming, Object-Oriented Programming, Web Development, SURC'23 Research Project

TECHNICAL SKILLS

Languages: C++, C, Java, SQL, JavaFX, JavaScript, X-86 Assembly

Software and OS: Visual Studio, Git, Windows, Microsoft 365 Suite, Eclipse, ChatGPT

Additional: HTML, CSS, Research, Automation, Web Development,

Certifications: CompTIA A+

PROFESSIONAL EXPERIENCE

New York State Electric & Gas, Data Engineering Intern | Binghamton, NY

July 2025 – August 2025

- Worked with internal CSDAS team to develop an internal SAP to SQL Audit Tool
- Assisted with creation and enhancement of multiple SSRS reports
- Acted as an intern ambassador and planned over three event's

New York State Electric & Gas, Intern | Binghamton, NY

July 2024 – August 2024

- Worked with multiple customers to create automated reports by using SSRS and SQL
- Implemented a custom logging feature in over 200 programs using Visual Basic for Applications
- Revised my departments entire file system containing over 500 documents including search optimization

PROJECT EXPERIENCE

Stock Market Simulator V2, C++ Developer | Personal Project

July 2024-January 2025

- Used external libraries such as curl, JsonCpp,vcpkg and Twelve Data's API to pull live stock information
- Implemented common stock evaluation technique's to info the user if they should buy/sell a certain stock
- Implemented object persistence feature for Users, enabling storage of user info across application instances

SpaceInvadersJS, JavaScript Developer | Personal .Project

August 2024

- Recreated the video game Space Invaders in JavaScript, allowing for access in the web browser
- Used image rendering and HTML canvas to implement features in vanilla JavaScript

Spotify Clone, C++ Developer | Group Class Project

March 2024

- Created a music application which seek to simulate part of Spotify's functionality.
- Used source control software Git and GitHub to manage multiple branches and incorporate pull reviews.
- Successfully implemented a custom merging of a binary search tree and a heap to meet runtime requirements.

Omaha-Poker, C Developer | Class Project

November 2023

- Successfully used a bit-vector to manually manipulate binary to assign the correct player hand.
- Created a program which when given a text file with two hands, it will determine the winner in a round of poker.

Text-GPT, Python Developer | Class Project

April 2023 – May 2023

- Used Chat-GPT's API to create a program that can be input any text file and produce a short summary of the text file.
- Forked an existing public repository know as Auto-GPT and built upon It with multiple new classes and functions.

Book Database, Java Developer | Class Project

July 2022 – August 2022

- Created JavaFX based database that used a GUI to facilitate user interaction and display data in multiple forms
- Implemented features like user profiles, restricted access, keyword search, and ISBN look up

LEADERSHIP EXPERIENCE

Suffolk County Community College Computer Science Club, President

January 2023 – August 2023

- Manage comprehensive records for the chapter and orchestrate a variety of campus events
- Managed a team of 6+ members while properly delegating tasks and assignments