Shane McSally

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**EDUCATION**

**Bachelor of Science in Computer Science**, University of Mary Washington

* Fredericksburg, VA
* 3.22 GPA
* Graduating December 2018

**TECHNICAL SUMMARY**

**Languages:** C++, C, Java, JavaScript, Python, ARM Assembly, SQL

**Software:** Visual Studio Code, GIT Clients, MS Office, NetBeans, Postman

**Operating Systems:** Windows, Ubuntu, Mac OS X

**Database/Web Design:** React, NodeJS, Bootstrap for React, Google Cloud, PostgreSQL

**COURSE PROJECTS**

**Applications of Databases:**

* Worked with a 4-person team to design, code, and implement a SQL database
* Designed and implemented a front-end interface using React
* Designed and implemented a RESTful API using NodeJS

**Game Design:**

* Worked with a 3-person team to design and code a multi-level game using C
* Designs were first submitted before work on the game began
* GIT version control was used to help members share work

**Artificial Intelligence:**

* Designed an agent that used several percepts and heuristics to play chess
* The agent used an adversarial search to determine what the best move would be given the current state of the board

**ADDITIONAL EXPERIENCE**

**BestBuy**, Gainesville, VA

* October 2012 – May 2014
* Sales associate in the Computer department
* Recommended products based on client’s needs
* Preformed troubleshooting and problem solving of hardware and software issues

**ACTIVITIES**

**Fredericksburg SPCA**

* 2017 – present
* Volunteer at shelter and events to take photos of animals