PHIL GANEM

Software Engineering Undergraduate

Third-year undergraduate currently studying at Rochester Institute of Technology. Have a strong multidisciplinary background. Looking to gain valuable work experience for a future software engineering career.

GOAL:

To acquire a software engineering internship for university co-op. Looking to work January to August of 2023.

CONTACT INFORMATION

- philthesoftdev@gmail.com
- (207)-693-8078
- LinkedIn: /in/phil-ganem/
- Rochester, New York
- https://philganem.com

SKILLS

- Teamwork and Collaboration
- Problem Solving
- Software Development Standards
- Data Structures and Algorithms
- Software Testing and Validation
- Web Programming
- Software Quality Assurance

PROGRAMMING

- Java
- Rust
- Python
- C
- Javascript
- Express
- REACT.js
- HTML
- CSS
- Flask
- SQL
- Tailwind CSS

TOOLS

- Git
- Github
- Gitlab
- Bitbucket
- MongoDB
- Postman
- Docker
- PostgreSQL
- Gitkracken

CAREER SUMMARY

Software Engineering Course Assistant

Rochester Institute of Technology | Rochester, NY | 2021 to Present

- Graded assignments and exams in Python and Java for Rochester Institute of Technology's Software Engineering and Problem Solving 1 & 2 course sequence.
- Guided students to the correct implementation of both code and software engineering practices through verbal and textual feedback on assignments.
- Maintained an atmosphere of academic learning through presence, assistance, and instruction during lectures.
- Advanced knowledge of field continuously through personal coursework and additional study to best help the professor and students.
- Mentored students through office hours and out-of-class one-on-one communication.

ACADEMIC BACKGROUND

Rochester Institute of Technology

Bachelor of Science in Software Engineering

- Expected graduation in May of 2025.
- GPA of 3.69
- Received RIT Presidental Scholarship.

PROJECTS

Multi-User Dungeon, RIT Course (SWEN-262)

- Worked on a team of 5 developers to create a rogue-like video game using Java over a week period.
- Used Java to implement design patterns layed out within Design Patterns Elements of Reusable Object-Oriented Software as well as MVC.
- Used JUnit to create extensive unit tests for the game.
- Built a GUI using JavaFX.
- Inclused a a PostgreSQL database to store player data.

Webcheckers, RIT Course (SWEN-261)

- Worked with a team of five to create a web application for player-versus-player checkers in Java with Spark framework.
- Followed Agile development process resulting in economical development of the product.
- Gave regular in-class demos to colleagues.
- Utilized object-oriented design principles to create to create clear, modular, maintainable code.

Nutrikit, RIT Course (SWEN-344)

- Full-stack web application developed over a 4 week period. Stack included PostgreSQL, Python, Flask, Javascript, and REACT.js.
- Its purpose was to track and support a user's nutritional goals using the nutritional values of food within a database. Additionally, users had the option of adding, removing, or modifying items within the database and visualizing their goals with an interactive progress bar and nutrition label.
- Conducted weekly peer-to-peer code reviews over the course of the project.