PHIL GANEM
Software Engineering Undergraduate

Fifth year undergraduate currently studying and working at the Rochester Institute of Technology. Looking to gain valuable work experience for a future software engineering career.

GOAL:
Looking for a full time opportunity following graduation in May of 2025

CONTACT INFORMATION

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SKILLS

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

TECHNOLOGIES

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

TOOLS

- Git
- Github
- Gitlab
- Bitbucket
- Postman
- Jira
- Docker
- PostgreSQL
- Gitkracken
- Maven
- Jenkins

ACADEMIC BACKGROUND

Rochester Institute of Technology — Aug. 2020 to Present

Bachelor of Science in Software Engineering
- Expected graduation in May of 2025.
- GPA of 3.69
- Received RIT Presidental Scholarship.

CAREER SUMMARY

Software Engineering Intern — Jan. 2024 to Aug. 2024

Paychex | Rochester, NY
- Contributed to two agile teams, focusing on feature development and maintenance for testing and quality assurance software and infrastructure used by approximately 160 agile teams.
- Developed and maintained key features that enhanced the efficiency and reliability of testing and quality assurance processes across multiple teams.
- Designed and implemented a service to automate infrastructure as code configuration, replacing a manual process and significantly streamlining the on-boarding process to quality assurance software.

Software Engineering Intern — Jan. 2023 to Aug. 2023

Measure for Justice | Rochester, NY
- Developed modern, maintainable code for internal projects supporting the data engineering pipeline, ensuring long-term scalability and reliability.
- Implemented targeted enhancements within the data engineering pipeline, optimizing performance and functionality.
- Leveraged technologies such as Kotlin, Maven, and PostgreSQL to reduce pipeline cycle time, enhance capabilities, and introduce new features.
- Collaborated with multidisciplinary teams, including engineers and criminal justice experts, within an agile framework to drive project success.

Head Software Engineering Course Assistant — June 2023 to Present

Rochester Institute of Technology | Rochester, NY
- Contributed to the development and testing of assignments, quizzes, and exams in Python and Java for Rochester Institute of Technology's Software Engineering and Problem Solving 1 & accelerated courses.
- Supported 37 course assistants in delivering exceptional academic support to students, ensuring a high-quality learning experience.
- Provided guidance to students on proper code implementation and software engineering best practices through both verbal and written feedback.

PROJECTS

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

- Collaborated with a team of five developers to create a rogue-like video game in Java within a week, incorporating design patterns from Design Patterns: Elements of Reusable Object-Oriented Software and the MVC architecture.
- Utilized JavaFX to build an intuitive graphical user interface (GUI) and implemented a PostgreSQL database to store player data.
- Developed extensive unit tests using JUnit to ensure the reliability and functionality of game features.

Nutrikit, RIT Course (SWEN-344)

- Developed a full-stack web application in 4 weeks using PostgreSQL, Python, Flask, JavaScript, and React.js, designed to track and support users' nutritional goals through a database of food nutritional values.
- Implemented features for adding, removing, and modifying items in the database, with interactive tools like a progress bar and nutrition label to visualize user goals.
- Led weekly peer-to-peer code reviews, ensuring code quality and fostering collaboration throughout the development process.