E. Taber McFarlin IV

Software Engineer

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I have a flexible skill set and I am excited to begin working in software development. I have strong programming skills and experience in full stack web development. I'm interested in working with modern technologies and learning as much as I can. I'm looking for positions in the North East from the New York area to Boston.

Education

2015 – Current

B.S. Computer Science, Stevens Institute of Technology, Hoboken, NJ.

Major GPA - 3.54, Overall GPA - 3.47

o Graduation - May 2019

Work Experience

August 2018 – December

Course Assistant, Stevens Institute of Technology, Hoboken, NJ.

2018

- Course Assistant for CS 511, Concurrent Programming
 Provided students with extra help understanding course material and assignments
- Graded homework and exams

May 2018 – August 2018

Software Development Intern, Arccos Golf, Stamford, CT.

- Designed and implemented a system to make an existing statistical analysis of users' golf games easily presentable to those users. (Node.js app)
- Solved a probability problem to prevent issues with duplicate product IDs. Explored different options to address these issues with CEO.

2011 - 2017

Programming Instructor, Rowayton Library, Norwalk, CT.

- Created and taught a curriculum of basic computer science and game development in Scratch for to 8 to 12 year old children.
- Tutored both children and adults in learning basic Python programming

Projects

September 2018 –

Engineer Arena.

Present

- Senior Design project created in a team of 5 with direction from a client
- Arena shooter video game created with Unity3D, written in C#

Web Development

ETM Construction Website.

- $\circ~$ Website for construction business, built with React written in TypeScript.
- Hosted at ETMConstruction.com

Skills

Languages

JavaScript/TypeScript, C/C++, C#, Java, Python

Web Development

HTML5, CSS/Sass, React/Redux, MongoDB

Misc. Tech Git,

Git, Linux, LATEX

Leadership

2017 - 2019

President, Stevens Game Development Club, Hoboken, NJ.

- Run weekly club meetings that involve discussion of game design and game programming tutorials.
- Manage club budget of approximately \$5,000 a year.
- Served as treasurer and secretary of the club in 2017 and 2016 respectively.