Terry **Hanoman**

STUDENT · DEVELOPER

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"Computers themselves, and software yet to be developed, will revolutionize the way we learn."

Education

Rutgers University   *New Brunswick, New Jersey*

BACHELOR OF SCIENCE IN COMPUTER SCIENCE, MINOR IN MATHEMATICS   *September 2014 - Present*

RELEVANT COURSE WORK: *GPA: 3.1*

- Data Structures, Linear Optimization, Computer Architecture, Systems Programming

Technical Skills

- **Programming Languages:** JAVA, C#, C/C++, PYTHON, SQL, JAVASCRIPT, HTML, CSS
- **Software:** Eclipse, Intellij IDEA, Sublime, Terminal, Unity, CLion, WebStorm, PyCharm, Visual Studio

Projects

Grade/GPA Calculator

PROGRAMMED USING JAVA AND THE SPRING WEB MVC FRAMEWORK

- Calculates your grade based on your assignment grades and weights or GPA based on course grades and credits
- Determines your cumulative GPA given your total credits along with your previous GPA
- User can choose from two default GPA scales or a list of schools that is pulled from a PostgreSQL database which is constantly updated

Root Finder

PROGRAMMED USING PYTHON AND THE DJANGO FRAMEWORK

- Solves nonlinear equations using the implemented the Bisection, Newton, and Secant methods
- Results are displayed in a table with a fixed table-header for easy reading

Experience

High 5 Games   *New York City, New York*

SOFTWARE ENGINEER INTERN (JAVA TOOLS)   *June 2018 - August 2018*

- Debugged existing web services by running unit test
- Developed an original social slot machine game from the ground up using Unity
- Used Spring MVC and DropWizard to create web applications that can manage user accounts

Rutgers University - SAS IT Department   *New Brunswick, New Jersey*

COMPUTER SUPPORT TECHNICIAN   *January 2017 - May 2018*

- Install and troubleshoot more than 100 software and hardware issues
- Re-image computers with the appropriate programs necessary for clients
- Travel to classrooms and offices to fix technical issues professors and students have with their computers, projectors, and other IT devices

Arcane Reality   *Piscataway, New Jersey*

GAME DEVELOPER   *January 2017 - May 2017*

- Designed and developed virtual reality games using Unity
- Coded game scripts for more than 10 gaming scenarios using JavaScript
- Tested and debugged games to make sure they are functioning properly for client demos
- Showcased virtual reality games to individuals unfamiliar with the technology

Affiliations

2017	COLLABORATIVE ACADEMIC VERSATILE ENVIRONMENT, **CAVE**	*Rutgers University*
2017	UNDERGRADUATE STUDENT ALLIANCE OF COMPUTER SCIENTISTS, **USACS**	*Rutgers University*
2018	ALPHA PHI OMEGA, **APO**	*Rutgers University*