

# Hacker Man

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## EDUCATION

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### State School in Florida

Bachelors of Science in Software Engineering  
Minor in Mathematics

- President's List - 6 time recipient

August 2019–Present

Graduation: May 2023  
City, State

Overall GPA: 4.0/4.0

## WORK EXPERIENCE

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### Government Contractor

Embedded Software Engineer Intern

January 2022–May 2022

City, State

- Upgraded the root filesystem on microtranceivers to transition from Python 2 to Python 3
- Setup a docker container to build the root filesystem through Bamboo
- Upgraded the configuration of the root filesystem management software to the latest version of Buildroot
- Create a makefile scraper to compile dependency and version information for Buildroot configurations
- Tested and documented the new Linux root filesystem and software package on existing microtranceivers

### State School in Florida

Research Assistant - Physics (Dark Matter Phenomenology)

December 2020–Present

City, State

- Automated running MadGraph and MadAnalysis simulation software on Ubuntu using Python
- Automated collecting and compiling data from generated output files using Python
- Analyzed output data for statistical significance in relation to publicly available detector databases

## TECHNOLOGIES AND LANGUAGES

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- Languages: Java, C++, C, C#, Python, Javascript/TypeScript, HTML, CSS
- Technologies: Git, SQL, SQLite, MongoDB, Node.js, React.js, Next.js, REST APIs, Embedded, Linux, Windows
- Coursework: Data Structures & Algorithms, Data Engineering, Operating Systems, Software Security, Networking

## PROJECTS

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### RouxSolver | Node.js, Javascript, HTML, CSS, Three.js

October 2021/June 2022

- Created a speedcubing AI to track cube state, utilize algorithms, and compute near optimal solutions
- Utilized Three.js to build an interactive speed cube in 3D space
- Implemented user friendly controls and UI to interact with the AI

### AppTracker | Node.js, React, Javascript, CSS

August 2021–September 2021

- Developed a React web application to catalog internship and job applications
- Utilized JSON and localStorage to persist company names, notes, rejections, interviews, and offers
- Used media queries to allow for responsive design on many machines

### Pixel Striker | GDScript, Godot

July 2021-August 2021

- Developed a mobile endless arcade-style soccer game utilizing the Godot game engine

### ProductLog | Flutter, Dart, SQLite

June 2021–August 2021

- Created a cross-platform mobile application using the flutter SDK to track purchases
- Implemented a local SQLite database for saving user and product information
- Integrated a system for scanning and looking up products based on names or barcodes

### Minesweeper AI | Javascript, HTML, CSS

December 2019/September 2021

- Built an AI for solving Minesweeper puzzles using vanilla JavaScript
- Implemented real Minesweeper tactics for solving complex puzzles