

Anthony Castronuovo

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TECHNICAL SKILLS

Programming	Java (Proficient), C (Proficient), Python (Novice), C# (Novice)
Web Technologies	HTML, CSS, JSP, MySQL, WordPress
Applications	Photoshop, Eclipse IDE, Microsoft Office, Unity3D

EDUCATION

Rutgers University *Major GPA: 3.02*

New Brunswick, NJ

Bachelor of Science in Computer Science

Sept. 2013 – May 2017

Completed Courses

- Intro to Artificial Intelligence
- Data Structures
- Intro to Computer Graphics
- Computer Architecture
- Design and Analysis of Algorithms
- Internet Technology
- Principles of Information and Data Management
- Principles of Programming Languages
- Systems Programming
- Operating Systems Design

PROJECTS

Image Classification (Python)	Implemented Perceptron, and K-Nearest Neighbors machine learning algorithms to predict faces and digits. Perceptron and K-NN up to 74% and 82% accuracy respectively when using 100% of test set data
Unity3D Game (C#)	Designed and developed a video game using Unity3D with two modes, interactive and non-interactive, that utilize custom behavior trees to create a branching narrative
Mini BitTorrent Client (Java)	Created a mini BitTorrent client, that connects to a university tracker, and downloads and uploads files at the same time
Virtual Memory (C)	Designed and implemented a simple page replacement algorithm so pages can be swapped between our virtual memory and a simulated disk
Powerhouse Gym (Nov. 2015)	Expanded to and maintained websites for 'Powerhouse Gym' for their Linden, NJ and Old Bridge, NJ locations using WordPress and custom HTML and CSS