Anthony Castronuovo

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TECHNICAL SKILLS

Programming	Java, Python, C#, C
Web	HTML, CSS, JSP, MySQL, WordPress
Applications	Photoshop, Microsoft Office, Unity3D

EDUCATION

Rutgers University   New Brunswick, NJ

Bachelor of Science in Computer Science   Anticipated Graduation: May 2017

Completed Courses

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

PROJECTS

Image Classification (Python)	Implemented K-Nearest Neighbors, and Perceptron algorithms for an image classifier to accurately predict faces and digits
Unity3D Game (C#)	Designed and developed a video game using Unity3D with two modes, interactive and non-interactive, and custom behavior trees
Mini BitTorrent Client (Java)	Created a mini BitTorrent client, that connects to a university tracker, and downloads files with specific Peer IDs
YaBe (JSP/Java)	Designed and built a website to hold auctions using a MySQL database to hold user and auction information
Powerhouse Gym (Nov. 2015)	Expanded to and maintained websites for 'Powerhouse Gym' for their Linden, NJ and Old Bridge, NJ locations