Adam McNeil

Profile

St. Louis, Missouri - github.com/adamMcneil

(636) 312-7281   - adamwmcneil@gmail.com

I am a full-stack software developer with a passion for modeling real world processes with the programs that I write. I develop solutions by drawing from my experience and embracing new languages and technologies. My programming language of choice is Java, but I have experience with a wide range of technologies: Java, Rust, PowerShell, Git, NeoVim, TeMux, and SQL. I am eager to learn the new and best tool for developing software solutions.

Experience

2023 - 2024
One Year

NISC - SOFTWARE DEVELOPER INTERN - LAKE ST. LOUIS
- Developed and implemented code for custom batch processing of data.
- Streamlined data retrieval process from the Oracle database.
- Created test environment for switching to Postgres Database.
- Scripted in PowerShell to automate code base analysis and modification.
TECHNOLOGY: Java, PowerShell, Git, PostgreSQL, Oracle, Docker, Gradle, SpringBoot

2022
Three months

Oasis Digital - SOFTWARE DEVELOPMENT INTERN - CHESTERFIELD, MISSOURI
- Designed and developed a game using Unity.
- Utilized Firebase to manage and store persistent game data.
- Competed in a company-wide game jam, successfully developing a game within a single day.
TECHNOLOGY: C-sharp, Unity, Git, FireBase

Projects

2023 - 2024

Full Stack Project - https://github.com/adamMcneil/mcneil-web-games
- Developed web API using in the Rust programming language using Rocket.
- Developed website to interact with the backend in Svelte and Tailwind.
- Deployed the backend on Render .
- Deployed the frontend on GitHub pages.
TECHNOLOGY: Rust, Rocket, Svelte, TypeScript, Tailwind, Render

2021

Lichess Engine - https://github.com/Babymcnerd/Chess-Engine
Developed a Lichess engine bot in the Java programming language. It used a minimax with alpha beta pruning to select the best move.
TECHNOLOGY: Java, Lichess

2023

Hackothan - https://github.com/adamMcneil/pickhacks2023
Competed in the 2023 PickHack Hackathon. Developed a ecosystem emulator in the Unity game engine. Won a the community vote prize which used voted most interesting hack by peers.
TECHNOLOGY: Unity, C-sharp, Github

Education

2024 - Now
One Year

University of Illinois Urbana-Champagn - URBANA-CHAMPAIGN, ILLINOIS
Master of Science in Computer Science

2021 - 2024
Three Years

University of Science and Technology - ROLLA, MISSOURI
Bachelor of Science in Computer Science, Minor in Mathematics   August 26, 2024