

Adam McNeil Profile

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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, Tmux, and SQL. I am eager to learn the new and best tool for developing software solutions.

Experience

2023 - 2024
Two Years

NISC - SOFTWARE DEVELOPER INTERN - LAKE ST. LOUIS

- Developed and implemented code for custom batch process.
- Streamlined data retrieval process from an Oracle database.
- Created test environment for migrating to Postgres Database.
- Scripted in PowerShell to automate code base analysis and modification.

TECHNOLOGY: Java, PowerShell, Git, PostgreSQL, Oracle, Docker, Gradle, Spring Boot

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, Fire Base

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

2024

UDP Controller

Created phone app that communicates with a local game server using a UDP web socket protocol to handle game movement.

TECHNOLOGY: Rust, Bevy, Android Studio, Kotlin

2023

Hackathon - <https://devpost.com/software/the-bunnies-and-the-foxi>

Competed in the 2023 PickHacks Hackathon. Developed an ecosystem emulator in the Unity game engine. Won the community vote prize which used voted most interesting hack by peers.

TECHNOLOGY: Unity, C-sharp, GitHub

2021

Lichess Engine - <https://github.com/Babymcnerd/Chess-Engine>

Developed a Lichess engine bot in the Java programming language. It used a minimax algorithm with alpha beta pruning to select the best move.

TECHNOLOGY: Java, Lichess

Education

2024 - Now
One Year

University of Illinois Urbana Champaign - URBANA CHAMPAIGN, ILLINOIS

Master of Science in Computer Science

Course Work: Distributed Systems, Database Systems

2021 - 2024
Three Years

University of Science and Technology - ROLLA, MISSOURI

Bachelor of Science in Computer Science, Minor in Mathematics