Adam McNeil

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Profile

I am a graduate student at the University of Illinois Urbana-Champaign studying computer science. My focuses in my course work have been in distributed systems and data storage. I have the most professional experience with Java, SQL, and Git. However, I have experience in a wide range of languages and technologies(Go, Rust, OCaml, NeoVim, Linux, Svelte, Tailwind, JavaScript, CSS, C#, Unity, Kotlin, MongoDB).

Experience

2023 - 2024
Two Years

NISC - Software Developer Intern - Lake St. Louis
- Developed and implemented custom batch processing workflows in a Java codebase.
- Streamlined data retrieval process from an Oracle database.
- Created test environment for migrating to Postgres Database.
- Wrote scripts 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.
- Used 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#, Unity, Git, Fire Base

Projects

2024

Streaming Platform - Distributed Systems Course Project
- Developed a distributed group membership service.
- Developed a distributed file system using the group membership service.
- Developed a distributed stream-processing framework similar to Spark Streaming.
- Implemented with Go and gRPC.
- Used Docker to create virtual testing environment.
Technology: Go, Protocol Buffers, gRPC, Docker, Spark Streaming, TCP, UDP

2024

UDP Controller
- Implemented simple game in Bevy to act as a server.
- Created a mobile app that communicates over the local area network with a central server using Rocket Rust web framework.
Technology: Rust, Bevy, Android Studio, Kotlin

2023 - 2024

Fullstack Project - https://github.com/adamMcneil/mcneil-web-games
- Developed web API in Rust programming language using Rocket Rust web framework.
- Developed front end in Svelte and Tailwind.
- Deployed the back-end on Render.
- Deployed the front-end 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 Java.
- Implemented 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 - GPA: 3.94
Bachelor of Science in Computer Science, Minor in Mathematics