Adam McNeil

St. Louis, Missouri - github.com/adamMcneil

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

Profile

I graduated from the University of Illinois Urbana-Champaign with a Master's of Computer Science in 2025. My coursework focused on distributed systems and data storage. I have the most professional experience with Java, SQL, and Git working as a software developer intern at NISC. However, I have experience in a wide range of languages and technologies like: TypeScript, Rust, OCaml, Golang, C#, Svelte, Tailwind, Neovim, Linux, Unity.

Experience

2023 - 2024
Two Years

NISC - Software Developer Intern - Lake St. Louis, Missouri
- Helped maintain batch processing workflow written in Java.
- Streamlined data retrieval process from an Oracle database.
- Created a test environment for migrating to a Postgres Database.
- Wrote scripts in PowerShell to automate code base analysis and modification.

Technology: Java, PowerShell, Git, PostgreSQL, Oracle, Docker, Gradle, Windows

2022
Nine months

Oasis Digital - Software Development Intern - Chesterfield, Missouri
- Designed and developed a 3D project planning application using Unity.
- Used Firebase to manage and store persistent data.
- Competed in a company-wide game jam, successfully developing a game within a single day.

Technology: C#, Unity, Git, FireBase

Projects

2021, 2025

Lichess Engine - https://github.com/adamMcneil/chess-engine
- Developed a Lichess bot in Java.
- Flame graphs and other performance metrics were used to identify the slow portion of code that needed to be optimized.
- Developed a unit and integration test suite.
- Implemented minimax algorithm with alpha-beta pruning to select the best move.

Technology: Java, IntelliJ, Gradle, Git

2023 - 2024

Fullstack Project - https://github.com/adamMcneil/mcneil-web-games
- Developed web API in Rust programming language using Rocket Rust web framework.
- Developed static front end in Svelte and Tailwind.
- Deployed CI/CD pipeline with Render and GitHub pages to host backend and frontend, respectively.

Technology: Rust, Svelte, TypeScript, HTTP, CSS, Tailwind, Render, Git

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 gRPC.
- Used Docker to create a virtual testing environment.

Technology: Go, Protocol Buffers, gRPC, Docker, Spark Streaming

2024

UDP Controller
- Implemented a 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 WebSockets.

Technology: Rust, Bevy, Android Studio, Kotlin

Education

Aug 2024 - May 2025
One Year

University of Illinois Urbana-Champaign - Urbana-Champaign, Illinois - GPA: 3.80
Master of Computer Science

Aug 2021 - May 2024
Three Years

University of Science and Technology - Rolla, Missouri - GPA: 3.94
Bachelor of Science in Computer Science, Minor in Mathematics