Adam McNeil

St. Louis, Missouri - github.com/adamMcneil

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

Profile

I am a gradute student at the University of Illinois Urbana-Champaign studing computer science. I have the most professional experinces with Java, SQL, and Git. However, I have experience in a wide range of technologies(Go, Rust, OCaml, NeoVim, Svelte, Tailwind, C#, Unity, Andriod Studio, 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

2023 - 2024

Fullstack Project - https://github.com/adamMcneil/mcneil-web-games
- Developed web API in Rust programming language using Rocket Rust web framework.
- 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
- Implemented simple application in Bevy
- Created a mobile app that commuicates over the local area network with a centeral server using Rocket Rust web framework.
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#, GitHub

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
Bachelor of Science in Computer Science, Minor in Mathematics