Adam McNeil

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Profile

I am a full-stack software engineer with a passion for distilling requirements into real business problems and effective solutions. I develop solutions by drawing from my experience and embracing new languages and technologies. My programming language of choice is Rust for its efficiency and reliability, but I have experience with a wide range of technologies: Java, C++, TypeScript, and SQL.

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 envirnoment for switching to Postgres Database.
- Scripted in PowerShell to automate code base modifications.
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

2019

Static Web Servers - github.com/davidMcneil/rants
A full-featured, asynchronous client for the NATS messaging system.
TECHNOLOGY: Rust, Rocket, Svelte, TypeScript, TailWind

2017

The Rusty Web - github.com/davidMcneil/the-rusty-web
- One of the first complete resources detailing how to integrate Rust, compiled to asm.js or WebAssembly, into a web application.
- Benchmarked various implementations of the k-means clustering algorithm in different browsers.
TECHNOLOGY: asm.js, JavaScript, Rust, WebAssembly

2015 - 2016
One Year

Master's Thesis
Developed a RISC architecture with assembler, compiler, and simulator capable of adding custom instructions for doing performance analysis of tradeoffs between hardware and software implementations.
TECHNOLOGY: Bison, C++, Flex, LLVM

2015 - 2016
Thirty Weeks

Machine Learning
Developed an image classifier, optical character recognition software, resistor classifier, voice recognition software, and completed the Machine Learning certification program from Stanford University.
TECHNOLOGY: MATLAB/Octave, Neural Networks, Python, Support Vector Machines, TensorFlow, Torch

Education

2024 - Now
One Year

University of Illinois Urbana-Champagn - URBANA-CHAMPAGN, 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 Mathamatics   August 26, 2024