

Adam McNeil Profile

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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 an 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: 3.77
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