

Adam  
McNeil  
**Profile**

St. Louis, Missouri - [github.com/adamMcneil](https://github.com/adamMcneil)  
(636) 312-7281 - [adamwmcneil@gmail.com](mailto:adamwmcneil@gmail.com)

I am a full-stack software developer with a passion for modeling real world processes with the programs that I write. I develop solutions by drawing from my experience and embracing new languages and technologies. My programming language of choice is Java, but I have experience with a wide range of technologies: Java, Rust, PowerShell, Git, NeoVim, Tmux, and SQL. I am eager to learn the new and best tool for developing software solutions.

## Experience

2023 - 2024  
*Two Years*

**NISC - SOFTWARE DEVELOPER INTERN - LAKE ST. LOUIS**

- Developed and implemented code for custom batch processing of data.
- Streamlined data retrieval process from an Oracle database.
- Created test environment for switching to Postgres Database.
- Scripted 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.
- 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, Fire Base

## Projects

2023 - 2024

**Full Stack Project** - <https://github.com/adamMcneil/mcneil-web-games>

- Developed web API using in the Rust programming language using Rocket.
- 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**

Created phone app that communicates with a local game server using a UDP web socket protocol to handle game movement.

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-sharp, GitHub

2021

**Lichess Engine** - <https://github.com/Babymcnerd/Chess-Engine>

Developed a Lichess engine bot in the Java programming language. It used a 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

2021 - 2024  
*Three Years*

**University of Science and Technology - ROLLA, MISSOURI**

Bachelor of Science in Computer Science, Minor in Mathematics

September 12, 2024