Adrian Magno

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EDUCATION

Bowie State University — Bowie, MD
Bachelor of Science in Computer Technology - Network Enterprise Infrastructure — *Expected May 2025*

Prince George's Community College — Largo, MD
Associate of Arts in General Studies — *December 2021*

EXPERIENCE

Cognosante MVH, LLC — March 2024 – October 2024
Jr. Software Developer — *Bowie, MD*
- Acquiring skills in updating API documentation utilizing Swagger UI and 3scale, enhancing the clarity and usability of API interfaces.
- Passively gaining practical experience in processing JSON messages and transforming them into UDF format using ObjectScript in Visual Studio Code.
- Developing proficiency in navigating InterSystems IRIS and leveraging its functionality for efficient data management and integration.

Kurrent Logic LLC — Aug. 2023 – March 2024
Jr. Associate Developer — *Washington, D.C.*
- Actively pursued industry-recognized credentials, obtaining certifications like Microsoft Azure Fundamentals and Azure Administrator
- Proficiently acquired the skill set of varied technology stack that includes ASP.NET MVC, Angular, CSS, and Javascript, resulting in valuable skills applicable to real-world projects
- Acquiring expertise in Power Platform, Azure DevOps, and embracing Agile development principles to cultivate a comprehensive skill set for addressing contemporary software development challenges

U.S. Army Reserves — December 2022 – Present
Cargo Specialist — *Baltimore, MD*
- Exceeded organizational standards by learning and applying techniques set forth by standard operating procedures
- Ensure that equipment and personnel arrive at predetermined locations on time
- Maintained job functionality and professional posture while operating in a hostile environment

Freelance IT Support — Sep. 2021 – Dec. 2023
Remote — *Virtual*
- Demonstrated expertise in computer assembly, upgrades, and repairs, successfully resolving over 100 Help desk tickets related to various electronic devices
- Installed, configured, and maintained operating systems, software applications, and hardware components.
- Diagnosed and resolved hardware and software issues, including computer crashes, software errors, and hardware malfunctions.

PROJECTS

Connect 4 AI | *Python, Fast API* — October 2023 – December 2023
- Created the classic game of Connect 4 using the pygame module in Python
- Developed an artificial intelligence to inquire up to 6 moves using mini max algorithm.
- Optimized the algorithm for an additional move using alpha-beta pruning and transposition tables

Simple Tic-Tac-Toe | *Python, Fast API* — June 2023– August 2023
- Developed a simple Tic-Tac-Toe game using Visual Studio Code
- Utilized high order functions to determine wether the current state is a win or not.
- Administered the Minimax algorithm as the AI agent in the game

TECHNICAL SKILLS

Programming Languages: Python, Java, JavaScript, HTML/CSS
Frameworks: React.js, Node.js, FastAPI
Developer Tools: Visual Studio, Git, Red Hat, Azure (Cloud services), Active Directory, PyCharm
Certifications: Microsoft Azure Fundamentals