

# Anthony DeArmas

## Software Engineer

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### EDUCATION

**Cornell University**, Ithaca NY

Bachelor of Science in Computer Science, Expected May 2022

GPA: 3.011

### COURSE WORK

Introduction to Computing Using Python • OOP & Data Structures • Discrete Structures • Linear Algebra

### SKILLS

Python, Kivy/Kv, Java, Javascript (jQuery, NodeJS), HTML/CSS, TypeScript, SQL (SQLite, MySQL, NoSQL), Version Control (SVN, Git)

### PROJECTS

#### Freelance Developer Listings Notifier Application, Mid-Summer 2020

- Created an automated application that notifies users of newly posted job listings on freelance dev website.
- Used Java for web-scraping functionality as well as GUI.
- Application has the ability to adjust various program settings such as, refresh time, console logs and new job notifications.
- Application can be used by anyone and fully operated through user menu.
- Utilized application to find and complete various Lua programming jobs

#### Job Assigner Application, Summer 2019

- Built an application to streamline the process of fairly assigning weekly house responsibilities to housemates
- Used Python to develop job assigning algorithm and foundational application components, and Kivy to create an aesthetic and intuitive user interface
- Application has the ability to easily add and remove housemates and jobs that can be assigned via user interface
- Integrated export options that will automatically format job assignments into a text or Excel file

### EXPERIENCE

#### **Special Needs Children's Learning Platform**, Present

- Collaborating with other Cornell University students to construct a full stack online learning platform for children with special needs.
- Creating and connecting user feedback data to database for ML model to adjust user's game difficulty.
- Optimizing game framework to make future updates easier to implement and for faster performance.
- Designing a modern and responsive template for the overall website

#### **Cornell Pre-Sophomore Summer Program**, Early Summer 2020

- Studied foundational programming topics such as: discrete structures, computer system organization and data structures.
- Took part in tech-workshops with developers from Google and Amazon in New York City.
- Attended research seminars with Google, Microsoft, and Cornell University graduate professors.
- Explored CS research and how to utilize software algorithms to solve local and global problems.