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

COURSEWORK

Computing Using Python • Object-Oriented Programming & Data Structures • Discrete Structures • Linear Algebra • Functional Programming • Artificial Intelligence • HCI Design

SKILLS

***Programming Languages*:** Python, Java, Lua, JavaScript, HTML/CSS, TypeScript, SQL (MySQL, SQLite, NoSQL), OCaml, R

***Libraries/Frameworks*:** Kivy/Kv, JQuery, NodeJS, Bootstrap

***Other*:** Git, SVN

PROJECTS

GmodStore Notifier Application, Mid-Summer 2020
- Used Java to create an automated application that notifies users of newly posted freelance dev jobs listings on www.gmodstore.com/jobs
- Engineered a job searching algorithm that detects a new job posting or a change in latest job postings, such as deletions.
- Implemented a GUI using JSwing library so users can fully modify settings in real time and view application searching status.
- Utilized application to complete various Lua programming jobs for clients and gained a positive reputation in freelance

Job Assigner Application, Spring 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, 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

iD Tech Programming Instructor Part-Time, Current
- Teaching students ages 10-17yrs old how to think like a programmer and to develop readable and optimized code using Lua, Python and Java.
- Managing my own online classroom environments through video conferencing.
- Assigning and grading students' course work that teaches them foundational programming concepts.

Special Needs Children's Learning Platform, Late Summer 2020
- Collaborated with other Cornell University students to construct a full stack online learning platform for children with special needs.
- Created user feedback form and connected data to NoSQL database for ML model to adjust user's game difficulty and settings.
- Optimized game framework to make future updates easier to implement and for faster performance.
- Designed 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.