

Anthony DeArmas

Software Engineer

Phone: 732-439-2907

Address: 160 Young Street
Easton, PA 18042

Email: anthonyjdearmas@gmail.com

LinkedIn: [linkedin.com/in/anthonyjdearmas](https://www.linkedin.com/in/anthonyjdearmas)

Website: anthonyjdearmas.github.io

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

[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 development community.

[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 user feedback form and connecting data to NoSQL database for ML model to adjust user's game difficulty.
- Optimizing game framework to make future updates easier to implement and for faster performance.

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.