

# Anthony DeArmas

## Software Engineer

Phone: 732-439-2907

Address: 160 Young Street  
Easton, PA 18042

Email: [anthonyjdearmas@gmail.com](mailto:anthonyjdearmas@gmail.com)

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

Website: [anthonyjdearmas.github.io](https://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](http://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.