ANTHONY ROSSI
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Education

Cal Poly San Luis Obispo *B.S Computer Science, School Of Engineering, 3rd Year*

Work Experience

Summer Job For Uncle *Summers of 2017 – 2019*

    Gardner
- Watered a garden of plants daily
- Helped teach discipline at an early age waking up early to work
- Exercised researching into a subject I wasn't familiar with

Personal Experience/Projects

Working Within Godot To develop a small game *2023*

    Small Platformer
- Introduced a new atmosphere for programming
- Helped develop an understanding of working on big projects

Creating Animations Using Animation Software & Scripts *2020-2023*

    I developed a tape archive following the USTAR header format in C programming language. has the functionality to
- archive data in USTAR header format
- Extract data from an archived file
- list files and directories contained within an archive

Working In A Linux Environment *Summer of 2022-23*
- Working on and modding an old ThinkPad x220
- Developed experience in a Linux environment
- Understood more of the system and hardware behind laptops

Tape Archive Program in C *2023-2024*
- Learning software such as Ghidra to reverse programs
- Helped develop a better understanding of how professional software is built
- Increased skills in observing other's code and understanding their intentions

Skills

Programming Languages:

- Python
- C
- C++
- Java
- RISC-V

Software:
- Linux - Windows - MacOS

Relevant Courses:

- Data Structures
- Computer Organization
- Object Oriented Programming and Design
- Software Engineering
- System Programming
- Discrete Structures
- Computer Security
- Algorithms