

BRIAN MIRABITO

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SUMMARY

Seeking a challenging co-op or internship focusing on software engineering for Spring and/or Summer 2022.

EDUCATION

Rochester Institute of Technology

Aug. 2018 - May 2023

B.S. Software Engineering

EMPLOYMENT

Kodak Alaris, *Software Engineer Co-op*, Remote

Jan. 2021 - May 2021

- Bootstrapped a system to assist ballot counters by leveraging Kodak Alaris scanning technology to validate absentee ballots.
- Developed in Python utilizing PyQt5, OpenCV-Python, and PyTesseract.
- Responsible for reaching out and conducting research to adapt the software to customer demands.

Classroom Technology Services, *AV Response Team Manager*, Rochester Institute of Technology, NY

Jan. 2019 - Current

- Managed a staff of four responsible for troubleshooting and repairing complex A/V systems on campus.
- Monitored A/V systems campus-wide in real-time and maintained a ticket chain for ongoing requests.

PROJECTS

Personal Website — JavaScript

Mar. 2021

- Created a portfolio website using Node.js and React.
- Implemented custom React hooks to integrate an interactive background.
- Leveraged the Bootstrap design system to implement navigation components.

SentimentBH — Python

Feb. 2020

- Twitter bot to analyze tweets using Microsoft Azure Text Analytics.
- Measured sentiment rating to determine positive or negative connotations on trending topics.
- Visualized data into pie charts using matplotlib and automatically tweeted out the chart along with a correlating caption.

WebCheckers — Java

Dec. 2019

- A web-based application for a multiplayer game of checkers with other signed-in players.
- Utilized the Spark micro web framework and the FreeMarker template engine.
- Achieved high test coverage using the Mockito framework.

SKILLS

TECHNICAL: Python, Java, C, Ruby, JavaScript, HTML, AWS

PROJECT MANAGEMENT: Git, UML, Agile, Scrum, LucidChart, Vim, Trello, Slack

ACTIVITIES

RIT Spikeball Club, *Event Manager (Executive Board Member)*

RIT Esports, *Counter Strike: Global Offensive Team Manager*