

DONNELL DEBNAM JR

CONTACT & PORTFOLIO

✉ donnell.debnam@my.hamptonu.edu
🌐 donnelldebnamjr.com
☎ (240)601-1477
in donnelldebnamjr
📍 donnelldebnam

EDUCATION

Hampton University

B.Sc., Cyber/Computer Forensics and
Counterterrorism
GPA: 3.68
Expected May 2021

SKILLS

LANGUAGES: Java, HTML/CSS/JS,
XML (Novice), C++ (Novice)
TECHNOLOGIES: Git, Android Studio,
Xcode, macOS X, Microsoft Office,
Photoshop, Google Cloud APIs

COURSEWORK

Calculus
Computer Programming I
Computer Programming II
Intro to Computers
Intro to Computer Science
Google in Residence Program
Discrete Mathematics
Computer Architecture
Data Structures

DISTINCTIONS

VSGC STEM Bridge Scholarship
SoloLearn Courses: C++, Java, HTML,
SQL (2018)
Dean's List (2017-Present)
Harkness Hall Scholar (2017)
Ambassador of the Month – Popeye's
Louisiana Kitchen (2016)

EXPERIENCE

MSI Research Intern

June 2018 - Aug. 2018

Federal Aviation Administration – Washington, DC

- Provided support to NISG personnel in the review and analysis of technical documentation from a cybersecurity/engineering perspective
- Assisted in the development of project plans associated with the implementation of new cybersecurity capabilities for the NAS
- Conducted intensive research on new gamification mechanics and potential SDN utilization within the FAA

CodeU Software Engineering Fellow

May 2018 - Aug. 2018

Google – Remote

- Developed optimal data storage algorithms to help improve speed and overall functionality of a chat web-app
- Leveraged implementation of Java servlets, extending capabilities of a server in order to further handle client requests
- Enhanced frontend features using Bootstrap framework and HTML/CSS/JS scripting, also improving user-interface interaction

Customer Service Associate

June 2015 - June 2018

Popeye's Louisiana Kitchen – Mitchellville, MD

- Assisted with monthly inventory control, weekly work schedules, and service training; volunteered when there were deficiencies

PROJECTS

MoodMusic Demo: Google DC Hackathon

Feb. 2018

- Served as lead, UI designer in a team of 5 for the development of a mobile app that produces a musical playlist from a default library, refined according to user responses to a short survey with questions relative to mood, age, and genre using Java, XML, and Android Studio API

Heroes Matching Game Demo: Hampton Hackathon

Oct. 2017

- Managed project constraints and contributed key algorithm designs for a team of 3 to create a children's matching game for Android devices using Java, HTML, and Android Studio API

ACTIVITIES & LEADERSHIP

General Member

Spring 2018 - Present

Cybersecurity Club – Hampton University

- Practice and discuss offensive/defensive hands-on cybersecurity concept building including CTF and web exploitation

General Member

Fall 2017 - Present

Association for Computing Machinery (ACM) – Hampton University

- Participate in community service events and social bonding

Sophomore Representative

Summer 2017 - Present

Muslim Student Association (MSA) – Hampton University

- Assist with coordinating meetings and sessions to provide a platform where students can freely discuss religion and culture