Corey Urbanke

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Education
Rochester Institute of Technology (RIT), Rochester, NY   Expected May 2024
Master of Science, Computer Science
Bachelor of Science, Computer Science
Minor in French - Modern Languages
Cumulative GPA: 3.85/4

Skills
Programming Languages: Python, Java, C, C#/.NET, MIPS, JavaScript/ReactJS, HTML, CSS
Operating Systems: MS Windows, Linux/Unix, Mac OSX, Ubuntu, VirtualBox, Raspberry Pi
Software & Applications: JetBrains Suite, MS Visual Studio, Office 365, GitHub, Slack, Trello, Discord, Confluence/Jira/BitBucket, MobaXTerm, Xilinx SDK, MS Azure, AWS

Projects
DirecNet Logging Application, Internship Project
- Developed a full-stack MongoDB, Express, ReactJS, Node (MERN) web application to streamline feature testing and logging, performance and code changes, and store important unit testing data
- Gained hosting experience with Microsoft Azure's Cosmos DB, Web Service, and Resources
- Interfaced with JIRA and BitBucket Server APIs, OpenWeather API, and Syncfusion React components to deploy a quick and feature-rich UI

Family Photos Webapp, Personal Project
- Utilized a ReactJS/JavaScript, Python, Flask/Restful API, PostgreSQL full stack to query family photos on home hard drive connected to a Raspberry Pi
- Implemented user-based front-end, media metadata parsing to display info, custom live photo support, shared albums, and more, giving functionality like Google Photos

Tool Management Webapp, Academic Project
- Webapp display of a Tool Management System using Python (PyCharm IDE), ReactJS, and Flask/Restful API to connect to a database hosted on RIT CS servers
- Collaborated with team members using Git/GitHub to create a display of tools for a particular user through SQL queries given to the database

WebCheckers, Academic Project
- Worked with team project members to create an online game of American Checkers utilizing the Spark Framework with communication through Trello, Slack, and GitHub/Git
- Utilized Java while working with JavaScript, CSS, and FreeMarker for the front-end display
- Applied the Scrum/Sprint methodology, worked to implement game functionality, unit testing, and design documentation while adhering to specific design standards

Work Experience
Mission Technologies, a division of HII, Rome, NY   May 2022 – August 2022
Software Engineer Intern (Co-Op)
- Networked video stream between nodes utilizing UDP protocol and V4L2/FFmpeg C libraries
- Developed full stack application while working closely with DirecNet team interfacing SW, HW, and FW components and completing program demonstrations at AFRL Stockbridge site

Carrier Corporation, Syracuse, NY   January 2022 – May 2022
Software Engineer Intern (Co-Op)
- Integrated reusable ReactJS components for Unit Reports in eCAT suite, manipulated calculation data, and collaborated with fellow interns to assess crucial UI defects
- Visualized, modeled, and implemented a ReactJS/C#/.NET/MySQL application for tracking ECR's
- Worked full-time in a fast-paced Agile/Scrum environment utilizing Jenkins CI/CD pipelines

Alion Science and Technology, Rome, NY   June 2021 – January 2022
Software Engineer Intern (Co-Op)
- Worked closely with embedded systems developing software on the NGADN DirecNet team
- Utilized iPerf and MGEN to test performance and throughput with heavy network traffic
- Integrated encryption routines using OpenSSL libraries to secure data sent between nodes