Clifford Anderson

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**OBJECTIVE \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

Seeking a summer internship in the IT department involving software development and/or system administration.

**EDUCATION\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Wentworth Institute of Technology Graduating August 2018**

Full-TimeCandidate for Bachelor’s Degree in Computer Science Current GPA: 3.66

**WORK EXPERIENCE\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

***Deli Clerk*│Shaw’s Supermarket**, Freeport, ME  **June 2014 – August 2014**

* Served customers deli meats, cheeses, and salads
* Unloaded, sliced, weighed, maintained, and priced stock in a detailed procedure
* Greeted all customers in a professional and friendly manner

***Busser and Marketer* │** **Azure Café**, Freeport, ME  **April 2013 – September 2013**

* Cleared and shelved dishes from tables
* Communicated with the waiting staff to service all customer needs
* Was in charge of keeping the beverage station supplied at all times
* Skills: Customer service, Time management, Communication

**SKILLS\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

Programming: Extensive knowledge of Java including polymorphism, client server communication, and multi-threading alongside experience with C++

Coursework: Java and C++ Computer Science, Networks and Systems, Engineering Calculus, Discrete Mathematics, Engineering Physics

Databases: Experience with MySQL and its integration with Java

IDEs: Experience with Eclipse for Java and Visual Basic for C++

Technology: Theatre Lighting & Sound, Building Computers

Languages: Intermediate Spanish

**PROJECTS\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Instant Messenger**: Created “cChat” - a simple chat application made using Java and JavaFX. JavaFX was utilized over Java Swing for increased performance and flexibility. Download the already packaged jar file and run for usage.

Source code can be found here: <https://github.com/cliffanderson/cChat>

**Video Game Server Plugin**: Created “DeityDungeons” - a dungeon-runner mini-game plugin made for the popular Minecraft videogame server “ImDeity Kingdoms” (ImDeity.com). With a small team of developers and the server administrator, the mini-game was constructed to lead players through a dungeon, killing monsters along the way for rewards. This was created with Java and utilized the Bukkit API to interact with Minecraft.

Source code can be found here: <https://github.com/cliffanderson/DeityDungeons>