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CREED J ALLEN

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EDUCATION

Amherst, MA   **University of Massachusetts Amherst**   **Fall 2014- Fall 2016**

- B.S. in Computer Science. GPA: 3.3; 3.5 in major.
- Coursework: Software Engineering; Databases; Algorithms; Operating Systems; Machine Learning; Networks; Statistics; Multivariate Calculus; Artificial Intelligence; Data Science Algorithms.

Worcester, MA   **Quinsigamond Community College**   **Fall 2012 – Spring 2014**

- A.A. in Computer Science, May 2014. GPA: 3.68
- Worked full-time while completing A.A.

LANGUAGES AND TECHNOLOGIES

- Java; Javascript & Node; Python; Scala; SQLite. Exposure to: Bash; MongoDB; C and HTML/CSS design.
- Git; Agile & Waterfall dev; AWS EC2; Spark; Chrome Dev Tools; Sci-Kit Learn.

PROJECTS

- **eBay Auction Appraiser.** Appraises trading card collections posted on eBay by comparing text listing to sale prices in a database. Effectively filtered profitable eBay buys and decreased manual workload of a skilled buyer. Java, SQLite. Sold application to an online retailer. Java.

- **NFL Daily Fantasy Sports Lineup Generator**. Outputs solutions to a version of 0/1 knapsack using greedy algorithms and covariance to optimize for game format. Outputs consistently generated lineups rated w/ high similarity to top professionals' lineups; Javascript UI w/ Python logic.

- **QCC NetBeans Java Palette.** Plugin for NetBeans to aid intro programmers in learning Java syntax, primary focus being usability. Implemented version control w/group, worked with legacy code, documented software cycle. Our plugin is used at QCC for the intro Java course and maintained by current students.

- **Molecular Playground**. Group project for SE course. Designed MVC website to create 3D molecules for display w/Microsoft Kinect 360. Worked on database, Node back-end and lead document editing for functional/non-functional requirements, use cases, diagrams and help documents. Recommended for project manager role; Javascript, Node, MongoDB.

- **No Limit Holdem Bot**. AI player for www.theaigames.com challenge that uses reinforcement learning and knowledge of poker hand equity vs. ranges of possible opponent hands to play holdem (hand evaluation equity tool created separately), uses Q-learning to improve play. OOP design; Python.

PREVIOUS WORK EXPERIENCE

- **Peer Advisor (2013-2016):** Quinsigamond CC. Advised students in the CS program on coursework and transfer credit evaluation.
- Along with other students, I helped recommended requirement changes to CS dept to help QCC students succeed at 4 year institutions. Our suggestions were later adopted into the program.
- **Delivery & Temp IT (2011-2016):** Papa Gino's. While working as a delivery driver I increased the online visibility of our location by managing business profiles for map services, boosting new delivery sales.
- Interest in IT lead to a temp shift at our location where I fixed bugs in our local PoS network, generated tickets for bugs in 3rd party software and conducted IT duties maintaining equipment.
- Recommended for role training managers in company technology by our regional manager.