James Cullen

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PROFESSIONAL EXPERIENCE

UKG   **July. 2023 - April 2024**
Software Engineer   Boston, MA
- Worked in an agile environment developing a data integration pipeline to be used by thousands of active users
- Responsible for monitoring and improving production software
  - Collaborated with teams across India, China, and the U.S. to constantly monitor software
  - Communicated with clients to turn issues into functional fixes and code improvements
- Created documentation for current and upcoming internal projects across multiple software teams

Cerevel Therapeutics   **Jan. 2022 - July 2022**
Data Science Co-op   Boston, MA
- Created R-Shiny Dashboards leveraging external APIs to visualize pharmaceutical drug data
- Created internal R libraries, example code, and documentation for future code development
- Presented code and work to a board of stakeholders within Cerevel for approval

Bose Corporation   **Jan. 2021 - July 2021**
iOS Engineer Co-op   Boston, MA
- Contributed to and maintained code on the Bose Music iOS application
- Integrated new Bose products and fixed existing bugs ranging from UI to bluetooth connectivity
- Worked on a solo codebase where I added original code and UI to be the foundation of a new project

EDUCATION

Northeastern University   **Graduated May 2023**
Khoury College of Computer Science   GPA: 3.71
- Mathematics of Data Models, Object Oriented Design, Algorithms & Data, Discrete Structures, Computing & Social Issues, Computer Systems, Cybersecurity, Foundations of Data Science, Artificial Intelligence, Fundamentals of Software Engineering

SKILLS

Programming Languages: Python, R, Java, C#, SQL, Linux, Groovy
Software: Visual Studio Code, IntelliJ, Jupyter Notebook, Git, JIRA, Unity 5, Dell Boomi, Jenkins, Docker

ACADEMIC PROJECTS

Footsies Enemy AI (Using Unity 5 and C#)   **Fall 2022**
Implemented an AI in the Footsies game on Steam using Monte-Carlo Tree Search
- Implemented Tree Search to improve the enemy AI, allowing it to learn from its mistakes

Covey.Town Meeting Scheduler (Using Typescript, Javascript, and React)   **Spring 2022**
Worked in a group for the CS4530 class at Northeastern
- Updated the Covey.Town codebase to include Meeting functionality
- Leveraged multiple third party typescript libraries to refresh the existing Covey.Town UI

INTERESTS

Skateboarding, Soccer, Live Music, Weightlifting, Travel, and Ultimate Frisbee