David McLain

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https://github.com/david-mclain

EDUCATION

University of Arizona   Tucson, Arizona
Bachelor of Science in Computer Science   May 2021 – Present
Minor in Mathematics
・GPA: 3.5/4.0
・NSF Grant Scholarship

Pima Community College   Tucson, Arizona
Pre-engineering   August 2019 – May 2021

SKILLS

Technical Skills –

Programming languages: Java; Python; C#; C; MIPS; SQL; HTML

Operating Systems: Windows; Linux; Unix

Software and Libraries: Git; Eclipse; VS Code; Nano; Notepad++; Terminal; React; Unity

Non-Technical Skills –

Languages: English; Spanish; Japanese

RELEVANT COURSEWORK

Object-Oriented Programming and Design	Analysis of Discrete Structures
Algorithms	Computer Organization
Software Development	Cloud Computing
Game Development	Comparative Programming Languages

PROJECTS

Minecraft REST API –   Fall 2021
・Created a REST API that displayed information from a database with Minecraft Servers and a script such that when a POST request was received a new AWS EC2 instance was created and added to the database, which then ran a bash script to launch a Minecraft server and then add it to the database.

Sorting Algorithm Visualizer –   Summer 2022
・Designed a sorting algorithm visualizer which animates bars to demonstrate sorting algorithm process, implemented using React and JavaScript

What You See is What You Get Text Editor –   Fall 2022
・Developed a GUI based text editor as part of a team using object-oriented programming, implemented in Java using Swing and AWT libraries

Chess Game –   Fall 2022
・Managed a team of four in coordinating weekly sprint meetings to develop a GUI based Chess game which used object-oriented programming principles and design patterns along with sockets to communicate to a server for an online game, implemented in Java using Swing and AWT libraries

EXPERIENCE

Tutoring –
・Tutored peers of multiple backgrounds in Computer Science and Math classes to enhance understanding of subject material