David Read III

EDUCATION

Bachelor of Science in Computer Science

September 2017 - May 2021

Montclair State University (MSU)

Montclair, NJ

- Minor in Mathematics
- GPA: 3.85
- Dean's List: All semesters
- Relevant coursework: Artificial Intelligence, Calculus III, Computer Networks, Computer Security, Data Structures and Algorithms, Database Systems, Discrete Mathematics, Linear Algebra, Mobile Computing, Modern Statistics I, Software Engineering II, Systems Programming

TECHNICAL SKILLS

Tools

IntelliJ IDEA, Visual Studio Code, Android Studio, Git, GitHub, Firebase, Eclipse, Jupyter Notebook, IDLE, Linux, Microsoft Office

Languages

Java, Python, C, XML, SQL, HTML, CSS, JavaScript

RELATED VOLUNTEER ACTIVITIES

Vice President/Public Relations Officer

January 2020 - May 2021

MSU Computer Club Montclair, NJ

- Led four technical workshops to groups of 5 to 30 students
- Drafted and sent out weekly announcements for over 30 of the organization's events
- Wrote captions for, edited, and uploaded over 20 videos for the organization's YouTube channel
- Helped organize a virtual meetup for Digital Ocean's Hacktoberfest, which is a global hackathon held annually in October that promotes contributing to open-source projects on GitHub

Organizer October 2020 – November 2020

HawkHack Mini Montclair, NJ

- Led a technical workshop to a group of around 10 students
- · Drafted and sent out announcements for the event
- Helped manage the event's virtual venue

RELATED PROJECTS

Notes App November 2020

- Created an Android app to create, read, update, and delete notes from the device's local storage
- Presented the source code of the app to the MSU Computer Club for a technical workshop

Restaurant Automation System

January 2020 - May 2020

- Worked in a team of four to develop a full-stack software system that automates the functions of a restaurant
- Modeled a Firebase cloud database to hold the attributes of the restaurant
- Developed an Android app to allow employees to log in and manage the database

Tic-Tac-Toe Game March 2020

• Worked in a team of four to make a command line Java game utilizing the Minimax Algorithm that allows a user to play Tic-Tac-Toe with a simulated opponent