

Devin Stapleton

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Education

- *Bachelor of Science (Computer Science)*: The College of New Jersey Ewing(TCNJ), NJ, Expected May 2024
Major GPA: 3.0
- Saint Josephs Regional High School Montvale, NJ (2016-2020)

Skills & Interests

- **Programming Languages**: C/C++, C#, Python, Java, R, HTML, CSS, LaTeX, Pinescript
- **Skills**: ASP.NET Fullstack, SQL, IT, Unity Engine, Microsoft Office, Communication, Collaboration, Multitasking
- **Concepts Learned**: Object-Oriented Programming, Data Structures, Computer Architecture, Boolean Logic, Algorithms

Experience

- Virtual Reality Research** - The College of New Jersey (2022-present)
 - Developing a device that can work as both a mouse and virtual reality remote to allow a seamless flow between interacting with virtual displays and a virtual environment to optimize workflow on virtual reality displays in **Unity**
- Programmer/Subscription Support** - Shinobi Technologies LLC (2021)
 - Developed trading strategies and indicators via **Pinescript** on TradingView platform that allow clients to increase profits on the stock market
 - Maintained customer satisfaction by answering questions and resolving issues with our services
- Lifeguard/Maintenance** - Park Ridge Municipal Pool Park Ridge, NJ (2017-2022)
 - Maintained entire outdoor grounds as head of maintenance including the pool, lawn, and parking lot
 - Managed computer systems as main IT allowing office employees to work with minimal downtime

Projects

- Stock Growth Comparator App**(*Personal*) (2022)
 - Designed and developed a new stock trading strategy that current public charting tools are unable to graph
 - Programmed in **Python** to create an app that takes two stock chart CSV files from yahoo finance API to create a new CSV file that is the difference in growth between the two stocks
 - Created custom GUI for app that allows users to type in personal stock picks and graph settings
- Clash Royale Decker Counter**(*Hackathon Group*) (2022)
 - Designed a webapp in **Python** that studies 400,000 matches from the card game Clash Royale as a dataset to create a deck that has the highest probability of beating any input deck
 - Worked with team to create a machine-learning algorithm and develop a 2d dictionary data structure to store every card and its win percentage compared to every other card
- Wordle in Assembly**(*class project*) (2022)
 - Programmed in **assembly** language to recreate wordle in custom circuit
 - Developed and designed I/O to allow real time input from user with outputs that give feedback to user
- Robotics Programming**(*class project*) (2019)
 - Programmed VEX robot in **C** to be able to pass obstacles and complete objectives
 - Updated code to be able to work with new hardware added to robot
- Virtual Reality FPS Game**(*Personal*) (2022)
 - Developed VR FPS game in **Unity Engine** using **C#**

Clubs

- Association for Computing Machinery(Treasurer) - Maintain and ensure funding for club activities
- TCNJ Hackathon(Director of Finance) - Manage budget and obtain funding for major school event