Devin Stapleton

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Education

- *Bachelor of Science (Computer Science)*: The College of New Jersey(TCNJ) Ewing, NJ, Expected May 2024
  Major GPA: 3.2
- Saint Josephs Regional High School Montvale, NJ (2016-2020)

Skills & Interests

- **Programming Languages**: C/C++, C#, Python, Java, R, MATLAB, 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, Linear Algebra

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

Clash Royale Decker Counter*(Hackathon Group)* (2022)
- Designed a web app 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

Custom Linux Shell*(class project)* (2022)
- Developed a custom Linux shell in **C** that allows a user to run complex terminal commands and provide more feedback

Robotics Programming*(class project)* (2019)
- Programmed VEX robot in **C** to be able to pass obstacles and complete objectives

Virtual Reality FPS Game(*Personal*) (2022)
- Developed VR FPS game in **Unity Engine** using **C#**

Leadership Positions

- 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