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

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
- Surveyed pool to prevent injuries and ensure safety of customers

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#
- Programmed C# scripts to create NPC logic that chases after player

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