

DENNIS McCANN

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github.com/denmcca



denmcca.gq

Profile

Software Developer with a Bachelor in Computer Science and a minor in Cybersecurity who is ready to find a team from which to learn and with which to grow.

Education

California State University, Long Beach, CA.

Graduated: 05/2019

Bachelor's degree in Computer Science with Cybersecurity minor.

Cumulative GPA: 3.65

Academic awards:

- > **President's List:** Spring '18, Fall '18, Spring '19
- > **Dean's List:** Spring '17

El Camino College, Torrance, CA.

Graduated: 12/2016

Associate's degree in Computer Science.

Graduated with Academic Honors in Computer Science.

Projects & Programming Experience

3D Game Engine Framework (C++)

09/2018 – 05/2019

- Designed and implemented game development system with four other team members.
- Researched OpenGL architecture and implementation.
- Followed many design patterns, such as ECS, Observer, Singleton, and Callbacks.
- Integrated nearly 20 open-source APIs such as OpenGL, Bullet, and OpenAL.
- Personally responsible for input management, shader rendering, time management, and camera system.
- Selected as best Senior Project in Computer Engineering and Computer Science department.

Password Manager (Java)

01/2019 – Current

- Designed and implemented application which secures user login information.
- Implemented encryption and decryption managers to safely store sensitive information using AES 256.
- Used encryption methods such as Salt, IV, and padding to harden encryption security.
- Implemented file serialization to encrypt and decrypt files.
- Created system for generating random keys derived from user given passwords.
- Structured classes using Singleton design pattern, and implemented anonymous methods for interface.

File Encryption Application (Python)

10/2017 – 12/2017

- Cybersecurity project using Python.
- Encrypts and decrypts files in working directory and subdirectories.
- Used asymmetric keys, IV, and Salt.
- Applied OOP principles.

Quiz: Website for Easy Quiz-Taking (ReactJS)

01/2019 – 05/2019

- Created a web application that allowed users to create and administer quizzes and track progress.
- Employed SCRUM methodology with three other developers.
- Implemented using CSS, JavaScript, HTML, and the React framework with Redux.
- Configured Amazon's AWS EC2 Cloud service to host website with NodeJS.
- Stored and retrieved data from Google's non-relational database Firebase service using API.

JustDarts (Java)

08/2019 – 09/2019

- Re-engineered an early project by designing and implementing a proper game engine architecture.
- Using an ECS-like structure, the system includes Components and Manager systems.
- Implemented audio, graphics, and input management systems which process game object (Entities).
- Created systems and entities using polymorphic concepts.

Please see portfolio: denmcca.gq

Technical Skills

Programming Languages and Frameworks: Fluent in C++, Java. and C; Experienced in C#, Python, Ruby, Assembly, Oracle SQL, Firebase, React, Redux, JS, HTML, learning.

Other: Application Programming, Cybersecurity, OOP, Design Patterns, Technical Writing, AWS, Socket Programming, Visual Studio, Eclipse, IntelliJ, Netbeans, Sourcetree, Linux, Atom, Github, Bitbucket, Web, Android, Trello, Web Development,