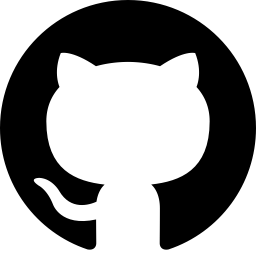
DENNIS **McCANN**

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| **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 grow with. |
| **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** |
| ***3D Game Engine Framework (C++)*** *09/2018 ‒ 05/2019*   * Designed and implemented game development system with 4 other team members. * Followed many design patterns, such as ECS, Observer, Singleton, and Callbacks. * Integrated nearly 20 open-source API 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.   ***Dart Mini-Game with Banking Application (Java)*** *03/2015 ‒ 05/2015*   * Designed and implemented banking application with fun dart mini-game. * Implemented banking system which allows users to store, create, and manage accounts. * Developed dart game with sound, control, animation, and tutorial systems. * Integrated mini-game into banking application adding a risk and reward system.. * Implemented persistent "highest scores" system. |
| **Technical Skills** |
| *Programming Languages and Frameworks:* Fluent in C++, Java. and C; Experienced in C#, Python, Ruby, Assembly, MSSQL, React, Redux, JS, HTML, more to come...  *Other:* Application Programming, Cybersecurity, OOP, Design Patterns, AWS, Socket Programming, Visual Studio, Eclipse, Intellij, Netbeans, Linux, Atom, Git, Web, Android |
| **Previous Experience** |
| ***Walgreens, Chula Vista, CA.*** *08/2012 ‒ 05/2014*  *Photo Lab Technician*  Provided quality services through photo editing and customer orders processing using corporate software, and customer service. Increased department reliability by ensuring inventory control and hardware maintenance.  ***Ramada Seaworld, San Diego, CA.*** *08/2007 ‒ 07/2012*  *Night Manager*  Kept books balanced by analyzing transactions periodically, managing guest reservations, processing reports using hotel Wyndham hotel management frontend systems and credit card transaction tracking system. Ensured quality services and optimal occupancy through the assignment and coordination of daily tasks among staff members, and responsive customer service. Provided technical support for hotel wifi and lobby kiosk operations.  ***California Marketing, San Diego, CA.*** *11/2004 ‒ 01/2006*  *QA Analyst*  Improved quality of data collected by using a command line driven application, Oversaw data collected by the production floor and printed summary reports, and provided insight to production staff coaches. |