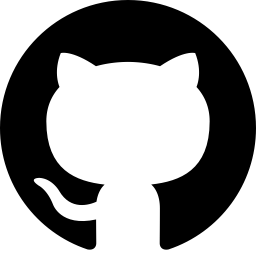
DENNIS **McCANN**

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[](https://www.linkedin.com/in/denmcca) [linkedin.com/in/denmcca](https://www.linkedin.com/in/denmcca) | [github.com/denmcca](https://www.github.com/denmcca) | [denmcca.gq](http://www.denmcca.gq)

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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 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.   ***Squiz: 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](https://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, |
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