

Devin Arena

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Motivated student and developer interested in Software Engineering and Information Technology.

EDUCATION

Florida Gulf Coast University

Bachelors of Science in Software Engineering

Minor in Mathematics

Fall 2019–Winter 2022

Fort Myers, Florida

GPA: 4.0/4.0

- President's List (4.0 GPA) - 4 time recipient

WORK EXPERIENCE

Florida Gulf Coast University

Teaching Assistant - General Chemistry I and General Physics II

January 2020–Present

Fort Myers, Florida

- Assisted the professor in explaining complex concepts of General Chemistry I and General Physics II

Florida Gulf Coast University

Physics Research Assistant - Dark Matter Phenomenology

December 2020–Present

Fort Myers, Florida

- Studying simulations involving the production and effects of dark matter
- Working on and maintaining university Windows and Linux machines
- Updating current models using C++ and automating MadGraph, MadAnalysis, and other tasks using Python

TECHNOLOGIES AND LANGUAGES

- Languages: Java, C++, C, C#, Dart, Python, Javascript, HTML, CSS
- Technologies: Git, MySQL, SQLite, Flutter, Android Studio, React.js, Node.js, Linux, Vi, Arduino, Raspberry PI
- Coursework: Data Structures and Algorithms, OOP, Data Engineering, Operating Systems, Software Security

PROJECTS

UseRoux

October 2021–

- Developed a Javascript web application to walk users through solving a 3x3x3 speed cube using the Roux method.
- Utilizes Three.js to build an interactive speed cube in 3D space.
- Loads solve data from JSON files allowing users to navigate through each step.
- Provides functionality for speeding up and slowing down steps and walking through each rotation.

AppTracker

August 2021–September 2021

- Developed a React web application to catalog internship and job applications.
- Stores company name and notes about the company and tracks interviews, offers, and rejections.
- Stores data in local storage and allows users to import or export their current application data as JSON.

ProductLog

June 2021–August 2021

- Developed a cross-platform mobile application using the flutter SDK.
- Documents user purchases by either entering a UPC, scanning a barcode, or simply adding the product.
- Product information is stored in a local SQLite database and can be looked up, searched by name or tag, and sorted.

Pixel Striker

August 2021

- Designed and created a mobile soccer arcade game using the Godot game engine with multiple game modes.
- Persists user data such as best scores and settings using preferences.
- Employs Google Play Game Services for leaderboards and achievements.

Minesweeper AI

December 2019/September 2021

- An implementation of a minesweeper AI written in pure javascript.
- AI determines the best move to make based on a probability map generated using real minesweeper solution tactics.