Drake W. Maguire

drakemag113@gmail.com | www.linkedin.com/in/drake-maguire | https://dwm39.github.io/ | (412)-804-1680

EDUCATION

University of Pittsburgh *Pittsburgh, PA*
Bachelor of Science in Computer Science **August 2021 – January 2025**
GPA: 3.95

- **Relevant Coursework:** Web Applications, Systems Software, Interface Design Methodology, Algorithms and Data Structures 1 & 2, Discrete Math for CS, Computer Organization and Assembly Language, Calculus 1 & 2

PROFESSIONAL EXPERIENCE

Undergraduate Teaching Assistant **January 2023 – Present**
University of Pittsburgh *Pittsburgh, PA*

- Courses: Intermediate Programming and Intro to Computer Programming
- Guide students in solving and debugging non-trivial, complex, coding problems and assignments in Java
- Create lesson plans to teach coding concepts related to Object-Oriented Programming
- Assist the professor with setting up coding projects for learning about classes, subclasses, inheritance, abstraction and other Object-Oriented Programming concepts

Target Team Member: General Merchandise **May 2022 – Present**
Target *Pittsburgh, PA*

- Assist guests with questions relating to computer memory, processing speed, computer parts, and Wi-Fi routers
- Manage equipment such as powerlifters and pallet jacks
- Train incoming employees in stocking, equipment use, and other various tasks throughout the store

Student Concierge **August 2021 – May 2022**
University of Pittsburgh *Pittsburgh*, PA

- Serve as a positive safety resource for Students, Faculty, and Staff through maintaining COVID-19 protocols
- Provide guidance about building entry procedures, including the need to swipe/tap university ID cards
- Observe and report incidents of nonconformance using previously established protocols

RELEVANT PROJECTS

Game Logging App ***September 2023 – Present***

- Currently developing with flutter and dart to create an innovative mobile application
- The goal of this app is to design an interactive Interface that can be used to log, review, and rate games

Crossword Puzzle Solver **March 2023**

- Developed in Java using a recursive backtracking solution
- The aim was to fill or solve a blank or partially filled in crossword puzzle that is inputted through a grid
- This produced a program that can check filled in boards and recursively solve a crossword puzzle when given an empty or partially filled in board

Really Long Number Calculator **September 2022**

- Made in Java using 2d arrays, loops, bags, and various methods to store large sequences
- The intent was to store very large numbers that exceeded the max value of integers in java so that operations could still be performed with them
- Made a program that can add, subtract, store, and compare very large numbers with a custom data structure

Taylor Series Graph **April 2022**

- Designed in Java along with JavaFX and Scene Builder using recursive calls
- Goal was to compute and graph the Sine Taylor Series approximation using an XY chart in JavaFX
- This led to an API that displayed both the approximation and sine graph by asking the user to input the graph's desired domain and number of terms.

SKILLS & ADDITIONAL INFORMATION

Technical Skills: Java, JavaFX, Python, HTML, CSS, C, Flutter, Dart, Scene Builder
Professional Interests: Software Engineering, Cyber Security, Networks, Data Management