

ELIJAH BOSLEY elijahbosley.com

ekbosley@gmail.com | (434) 825-4109 | github.com/elibosley | Charlottesville, Virginia

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY GPA 3.7, Major GPA: 4.0 2015-2020
Dean's List (all semesters), BS Software Engineering: Honors Program

SUMMARY

Experienced with good software design and development principles. Strong development skills learned through side projects and practical applications. Skilled team member and communicator, with many years of team experience through robotics and software engineering. Seeking a position as a software engineering intern, in Spring or Summer, 2017.

Technical Tools: C#, .NET, Java, Python, Ruby, C, HTML, Arduino, GIT, Github, Unix Shell, SQL, SSMS, Vi, JQuery, Angular.js, MVC, LINQ, LaTeX

PROFESSIONAL EXPERIENCE

ROCHESTER INSTITUTE OF TECHNOLOGY Research Assistant 08/2016-Present

Problem: It is difficult to visualize software vulnerabilities throughout time as they are currently stored in a very isolated style that does not show the time progression of their discovery and the fixes created to deal with them.

Solution: As a research assistant, acted as a developer in order to develop a web application that acted as both an API and a frontend to provide researchers with the ability to view CVE data in a modern web app that has a timeline visualization for a better overview of how vulnerabilities are resolved and found.

Tools: Ruby on Rails, JavaScript, HTML, D3.js, Github

TECH DYNAMISM Software Engineering Intern 05/2016-08/2016

Worked on a large scale web application responsible for acting as an all-in-one system for managing thousands of people. As an intern, responsibilities included optimizing Angular.js code to use directives, writing API calls, fixing various bugs, refactoring code, improving site uniformity, and writing tests to improve code coverage.

Results: Helped to remove over 1000 lines of unnecessary code through refactoring. Updated entire site to match the UI guidelines for the project. Improved code coverage on project from 4.5% to 30%.

Tools: C#, .Net, Angular.js, Bootstrap, moq 4, LINQ, Github

SELF-EMPLOYED Computer Programming Mentor 06/2015-08/2015

Helped teach a 9th grade student the Java programming language. Responsibilities included creating a lesson plan to help increase difficulty each lesson, programming in order to create code examples, and research to ensure teaching style was as effective as possible.

Tools: Java, Java Swing, Eclipse

NORTHROP GRUMMAN High School Involvement Program (HIP) 08/2012-05/2013

Worked in a two-person team to design a first-person camera system for an unmanned-aerial vehicle, using a radio frequency transmitter and receiver to transmit video signals to the aircraft.

RELEVANT EXPERIENCE

LASERS JAVA PROJECT 05/2016

Given a controller, tasked with creating a GUI client that interfaces with it. Worked on a team to create a GUI interface with backtracking solution-solving and gameplay similar to minesweeper.

As a team member, responsibilities included developing the interface between the controller and the GUI, asset design for all images, and overall GUI design.

ANDROID TEXT CLOCK WIDGET 07/2016-Present

Developed a widget for Android from the ground up that displays the time as a text string. Allows for on the fly customization of font, text style, and color, by generating images rather than statically displaying text.

ARDUINO DOOR LOCK 09/2015-05/2016

Created a lock for a dorm room that allowed access through the internet as well as key-card entry.

Tools: Arduino Uno, Adafruit NFC Shield, Processing, PHP, HTML

EXTRA-CURRICULAR

SOCIETY OF SOFTWARE ENGINEERS Talks Head 08/2016-Present

Mentorship and social society with over 50 active members. As the Talks Head, responsibilities included organizing talks with students and faculty about many different fields.

FIRST ROBOTICS FTC Team Defying Gravity: Build Team Co-Leader 2012-2013
Virginia State Champion, Regional Inspire Award and Winning Alliance Award Recipient, helped to design, build, and program a 16 inch³ robot to solve a four-foot-tall tic-tac-toe board.