

ELIJAH BOSLEY elijahbosley.com

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EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY

August 2015 – May 2020

GPA 3.7, Major GPA: 4.0, Dean's List (all semesters)

BS Software Engineering: Honors Program

Objective: Seeking a position as a Software Engineering Intern in Spring or Summer of 2017.

SKILLS

Experienced with: Java, Python, Ruby, C, HTML, Arduino, Git, JavaScript

Exposed to: Processing, SQL, Android, Rails, Clojure

Tools and Knowledge: Unix Shell, SSMS, Vim, .NET, JQuery, Angular.js, D3.js, Github

PROFESSIONAL EXPERIENCE

ROCHESTER INSTITUTE OF TECHNOLOGY Research Assistant

August 2016 – Present

- Currently developing a project to display previous vulnerabilities in software
- Working to design front-end timeline used for data visualization using D3 and jQuery

TECH DYNAMISM Software Engineering Intern

May 2016 – August 2016

- Worked on developing a web-app for managing organization staff
- Updated and wrote JavaScript and C# code, improved site layout and user experience, wrote unit tests to improve code coverage

SELF-EMPLOYED Computer Programming Mentor

June 2015 – August 2015

- Mentored a 9th grade student in the Java programming language
- Researched and tutored to create a top-down videogame with dynamic lighting

NORTHROP GRUMMAN High School Involvement Program (HIP)

August 2012 – May 2013

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

RELEVANT EXPERIENCE

HOLODESK

September 2016 – Present

- Working on improving touch detection using Arduino and ADXL345 accelerometers for the HoloDesk project, an interactive touch screen display using a Kinect and projector.

ANDROID TEXT CLOCK WIDGET

July 2016 – September 2016

- Developed and published a widget for Android that displays the time as a text string
- Included features like font customization, text style, and color.

ARDUINO DOOR LOCK

September 2015 – May 2016

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

LEADERSHIP

SOCIETY OF SOFTWARE ENGINEERS Talks Head

August 2016 – Present

- Mentorship and social society with over 50 active members.
- Talks Head: responsibilities included organizing talks with students and faculty about many fields of interest

FIRST ROBOTICS FTC Team Defying Gravity: Build Team Co-Leader

August 2012 – May 2013

- Virginia State Champion, Regional Inspire Award and Winning Alliance Award Recipient
- Worked as a team to design, build, and program a 16 inch³ robot to solve a four-foot-tall tic-tac-toe board.