FINNEGAN B. CARROLL
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Objective: A dependable and detail-oriented graduate seeking software development opportunities in which I can delve into and expand upon complex systems.

EXPERIENCE

SDI Engineering, Student Developer
SEPT 2019 - JUNE 2020

- Implemented a cloud licensing and telemetry solution for globally distributed landing gear simulation software
- Applied Agile/Scrum methodology in weekly sprints and sponsor meetings
- Integrated several system components from a security perspective

Bon Appetit, Barista
SEPT 2016 - JAN 2019

- Developed teamwork and communication skills
- Filled onboarding and management roles as needed

Youth Soccer Referee
SEPT 2011 - JAN 2016

- Lead league events and made judgement calls in fast-paced environment
- Managed diverse personalities sensitively

EDUCATION

Seattle University, BS Computer Science & BA Mathematics
Graduated June 2020

Dean's List
Campion Scholar
Computer Science GPA 3.57
Mathematics GPA 3.5

Seattle University, Graph Theory Research
SEPT 2019 - JUNE 2020

Explored the structure of bipartite distance regular graphs, utilizing Mathematica, and Magma computational algebra language for professor Mark MacLean, Ph.D Mathematics

Sophia University, Tokyo, Study Abroad
APRIL 2019 - SEPT 2019

PROJECTS

AWS HDFS Clone — AWS HDFS Clone
https://github.com/finnegancarroll/AWS-HDFS-Clone

Implemented basic file system operations on an HDFS clone, built specifically for AWS EC2 instances with SQS heartbeats.

Bezier Curve — OpenGL Bezier Curve
https://github.com/finnegancarroll/BezierCurve

Rendered Bezier curve with De Casteljau's algorithm in OpenGL, such that interactive construction points reveal how the curve changes in three dimensions.

Airport Lookup — Three-tiered RPC System
https://github.com/finnegancarroll/Airports

Created service to identify nearby airports for client program, whereby one server determines client coordinates while another calculates airport proximity.

Phong Mask — Phong Face Mesh
https://github.com/finnegancarroll/MyFace

Processed hand-painted vertices into face mask, then applied Phong shading to conceal low polygon count.

COURSEWORK

Distributed Systems
Computer Graphics
Machine Learning
Statistics
Fundamentals of Databases
Linear Algebra
Discrete Mathematics
Differential Equations
Abstract Algebra
Real Analysis
Combinatorics

LANGUAGES

***Comfortable With*:**
C++
Python
C#
SQL

Familiar With:
Java
JavaScript
HTML
CSS
Wolfram
F#

SOFTWARE

Linux/Unix
OpenGL
git
RPC
Sklearn
Magma
numpy
MS Visio