Dixon Minnick

+1 (415) 797 7609 Dixon@Minnick.co

github.com/fleetofthemalden Find me on LinkedIn

Up-to-date hyperlinked resume available at **www.Minnick.co**

Recent Employment:

Acquire Media, Burlington MA (current)

Software Development Intern, NewsEdge Software Development Team

May 2014 – current

Contact: Dan O'Connor doconnor@acquiremedia.com

Massachusetts Fair Share, Newton MA

Field Manager

May 2012 - July 2012

contact: Jane Wiedenbeck jane@greencorps.org

Education

Tufts University, Medford MA

Bachelor of Science, Computer Science, 2015

Completed relevant coursework: Web Programming, Web Engineering, Programming Languages, Object Oriented Programming for Graphical User Interfaces, Data Structures and Algorithms, Machine Structures and Assembly Language Programming, Discrete Mathematics, Introduction to Computer Science, Theory of Computation, Concurrent Programming, Introduction to Computer Security, Introduction to Algorithms, Computer Graphics

Tufts Men's Varsity Crew Team Tufts Alpine Ski Team Tufts Mountain Club

Skills

Web Development:

- Github, SVN subversion
- HTML5/CSS
- JavaScript, JQuery, JQuery Mobile
- AJAX, JSON, XML
- Herokuapp with Stormpath, MongoLab, PostgreSQL (some)
- NodeJS, Express, with Embedded JavaScript
- Ruby on Rails (some)
- Angular JS (some)

Programming Languages Experience:

- C/C++
- Java
- Some Experience with:
  - ML
  - Python
  - Scheme
  - Erlang

Experience at AcquireMedia (NewsEdge.com)

As a software intern I am integrated in the product development cycle with the rest of the team, primarily fixing bugs and implementing new website features (ex: adding company stock tickers to news headline viewers about specific companies). Currently I am working on creating a mobile UI for the site using jQuery mobile.

Web Projects

fleetofthemalden.com
A training tool intended primarily for rowers on the Tufts Varsity Crew Team, allowing access to various erg workouts, training calculators and a calendar training plan. It is inspired by the resources available tuftsoarsmen.org, but my site is mobile friendly and much easier to use.
The site is an ongoing project. Please view the README file in my repo to view the development timeline. For security reasons I have not made the code in my back-end public. It is available upon request.

GroupMeBot
A simple web interface for posting messages to a GroupMe bot if a bot_id is known. Located at groupmebot.fleetofthemalden.com

Messagehub (Rails app) (iOS app)
A simple Ruby on Rails project for pushing and viewing messages, with a corresponding iOS app that works with the API. Described here in the Assignment Guidelines

Frogger and Pokemon Frogger
A working version of the classic Frogger game created using javascript as part of a Web Programming assignment, and a version (still under development) using pokemon sprites.

More assignments are available in my Comp20 and Comp120 public GitHub Repository.

Concurrent Programming (Comp 50)

A simple game – For our semester project, my partner Evan Fincher and I designed a simple multiplayer game using a Java GUI coupled with distributed Erlang nodes (using Jinterface). We have a basic functioning prototype.

Machine Instructions and Assembly Language (Comp 40)

Using the C Programming Language, we wrote a number of programs including:

•An abstract data type for polymorphic 2 dimensional arrays, including a representation for 2D blocked arrays

•A program which used these 2D arrays to remove black pixels from the edges of images

•A suite of operations able to compress, decompress and perform basic transformations on images

•A Universal Machine able to run basic programs using a limited instruction set

•An Assembler capable of taking in more complex instructions and emitting instructions for the Universal Machine

We defused a "Binary Bomb" using a debugger when given only the Assembly language version of a program

Using Assembly Language we programmed a basic RPN calculator capable of addition, subtraction and division.