GREGORY HOSKING

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SUMMARY

Knowledgeable computer science/applied mathematics student and aspiring software engineer with in-depth knowledge of Python, C++, and Java. Skillful in developing, optimizing and refactoring code to meet specific requirements. I've built a few projects by myself and am looking to earn more experience as a software engineer.

SKILLS

- Fluent in Python, C++, and Java.
- Proficient in HTML, CSS, and Bootstrap.
- Familiar with Git and GitHub, Flask, Django, Docker, and RESTful services.

EXPERIENCE

ENDICOTT COLLEGE
Beverly, MA

Software Developer   01/2021 to 06/2021

- Developed automated software in Python to scrape social follower data about the college and post the results to a data warehouse.
- Spent the first two months as an intern and was then hired to continue working.
- Technologies: Python, Flask, Docker, RESTful APIs, and GitHub.

ENDICOTT COLLEGE
Beverly, MA

IT Assistant   07/2021 to 08/2021

- Assisted in the configuration and installation of over 500 internet access points in residential buildings across campus; also assisted in troubleshooting and repairing access points.
- Managed access point inventory in Excel.
- Wrote Microsoft Office script to automate repetitive tasks in the inventory management process.

THE HOTEL SALEM
Salem, MA

Housekeeper/Busser/Food Runner   07/2019 to Current

- Rendered detailed and timely cleaning services while working in fast-paced environment.
- Cleared tables efficiently to maintain high turnover rate and minimize wait times.
- Delivered entrees to tables and made sure each guest received correct menu items.

EDUCATION

BACHELOR OF SCIENCE: COMPUTER SCIENCE/APPLIED MATHEMATICS   Expected in 05/2024
Endicott College, Beverly, MA (3.85 GPA)

PROJECTS

Mobile Game Companion Web App
- Built a responsive web app using Flask, HTML, CSS, and Bootstrap that allowed users to view information about the game, look up their in-game profile, and view their stats (using the game's API).
- Deployed the web app via Heroku: https://ghosking-bs-companion.herokuapp.com

Dungeon Crawler Game
- Built a multi-room game with inventory items, player health, and combat using Scratch with multi-threading.

Asteroids-Inspired Game
- Built a space-shooter game with player health, score, and combat inspired by classic game Asteroids.
- Developed using Scratch with multithreading and published on https://scratch.mit.edu/projects/444748573.

Classic Pong Clone Game
- Built a clone of the classic game Pong using Unity and C# in one day.
- Released on https://hoskinggregory.itch.io/pong.