Hawk Weisman

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EDUCATION

Bachelor of Science
Double Major in Applied Computing & Environmental Studies
Allegheny College, Meadville, PA
expected 2016
3.6 GPA

LANGUAGES

Experienced With:	Scala, Java, Python.
Capable With:	C, R, Lisp, SQL, HTML/CSS
Familiar With:	Haskell, Go, CoffeeScript, JavaScript, Polymer

TOOLS

Build Systems:	Gradle, Ant, sbt
Testing:	JUnit,ScalaTest, Mockito, ScalaMock, JaCoCo, Scoverage
IDEs and Editors:	SublimeText, Atom, IntelliJ IDEA, Eclipse
Source Control and CI:	Git, GitHub, GitLab, Travis, Jenkins

OTHER SKILLS

- Knowledge of modern software engineering techniques and methodologies, with a focus on agile software development.
- Strong knowledge of experimental design and research methods in the biological and environmental sciences.
- Familiar with the use of geospatial technologies such as GIS, GPS, and remote sensing.
- Knowledge of and experience working with hydroponics and other soilless agriculture growing systems.
- Familiarity with biofuels and other sustainable energy technologies.

WORK EXPERIENCE

Lead Software Engineer 2014-Ongoing
MeteorCode Laboratories, Meadville, PA

- Cofounded a small business to develop and publish independently-developed computer games.
- Developed a game engine in Scala and Java, contributing a majority of source code to the project.
- Set up and maintained a development environment including privately-managed GitLab and Jenkins services.
- Configured Gradle build automation for a complex project targeting desktop (Linux, Windows, and Mac OS X), Android, iOS, and web (GWT).
- Contributed to the design and development of a Web site, meteorcode.com, using HTML/CSS, SASS/SCSS, and Polymer.

PROJECTS AND RESEARCH

Pathway Game Engine Spring 2014 – Ongoing
MeteorCode Laboratories
`https://github.com/MeteorCode/Pathway`

- Developed an open-source event driven game engine for the JVM platform.
- Implemented features such as file I/O, event system, and scripting systems.
- Contributed over 9,000 lines of Java and Scala source code.
- Designed an extensible architecture for a software development framework.
- Wrote a comprehensive test fixture using tools such as JUnit, Mockito, and JaCoCo.

Filesystem Traversal Study Spring 2014
CMPSC440, Computer Science Department, Allegheny College
`https://github.com/hawkw/traverse`

- Independently organized a research project to collect and analyze filesystem data.
- Programmed data-collection tools in Python.
- Prepared an IPython notebook to analyze and visualize data.
- Encouraged other students to voluntarily contribute datasets.

Knightingale Twitter Analysis System Fall 2013
CMPSC290, Computer Science Department, Allegheny College
`https://github.com/TeamKnightengale/Knightingale`

- Collaborated with other students to create an open-source software system to analyze Twitter account archive data.
- Responsible for programming analytics and visualization, input/output, and unit testing.
- Contributed a majority of Java code to the project.
- Practiced Agile software development techniques.