# Hawk Weisman

990 First St,
Meadville, PA, 16335
+1 (814) 853-1501

hawk@meteorcodelabs.com
weismanm@allegheny.edu
http://hawkw.github.io

## EDUCATION

*Bachelor of Science*
Double Major in Applied Computing & Environmental Studies
Allegheny College, Meadville, PA
Degree expected: May 2016
GPA: 3.65

**Relevant Coursework**

| | |
|---|---|
| Data Structures and Algorithms | Computer Organization |
| Principles of Software Engineering | Operating Systems |
| Principles of Data Management | Introduction to Compiler Design |

## SKILLS

| | |
|---|---|
| *Proficient with* | Scala, Java, Python |
| *Capable with* | C, R, Lisp, SQL, HTML/CSS |
| *Familiar with* | Haskell, Go, CoffeeScript, JavaScript, Polymer |
| *Build and CI* | Gradle, Ant, sbt, Travis, Jenkins |
| *Testing* | JUnit, ScalaTest, Mockito, ScalaMock, JaCoCo, Scoverage |
| *IDEs/Editors* | SublimeText, Atom, IntelliJ IDEA, Eclipse |
| *Source Control* | Git, GitHub, GitLab |

## 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 using GitLab, Jenkins CI, and Gradle.
- Contributed to the design and development of a Web site, meteorcode.com, using HTML/CSS, SASS/SCSS, and Polymer.

## SELECTED PROJECTS

*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.

*Decaf Compiler* — Fall 2014
CMPSC420: Introduction to Compiler Design, Allegheny College
`https://hawkweisman.me/decaf`

- Worked on a team to develop a compiler for a small Java-like language.
- Contributed a majority of Scala source code
- Wrote unit tests using ScalaTest

- Developed parsing, semantic analysis, and Javabyte code generation components

*DeeBee* Fall 2014
CMPSC380: Principles of Data Management, Allegheny College
`https://github.com/hawkw/deebeef`
- Independently developed a small SQL database for educational purposes
- Developed an architecture for a relational database implementation
- Wrote over 1,700 lines of Scala code
- Wrote unit tests using ScalaTest

*Remote Collab SublimeText Plugin* Spring 2014
CMPSC440: Principles of Operating Systems, Allegheny College
`https://github.com/TeamRemote/remote-sublime`
- Developed an open-source SublimeText plugin to facilitate remote pair programming.
- Contributed over 1,000 lines of python source code.

*Filesystem Traversal Study* Spring 2014
CMPSC440: Principles of Operating Systems, 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, Software Engineering, 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.