

Hawk Weisman

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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
Programming Language Implementation	Robotics and Multi-Agent Systems

SKILLS

<i>Proficient with</i>	Scala, Java, Python
<i>Capable with</i>	C, R, Rust, Lisp, SQL, HTML/CSS
<i>Familiar with</i>	Haskell, Go, CoffeeScript, JavaScript, JQuery, Polymer
<i>Web Frameworks</i>	Scalatra, Bootstrap
<i>Build and CI</i>	Gradle, Ant, sbt, Cargo, Travis, Jenkins
<i>Testing</i>	JUnit, ScalaTest, Mockito, ScalaMock, JaCoCo, Scoverage
<i>IDEs/Editors</i>	SublimeText, Atom, IntelliJ IDEA, Eclipse
<i>Source Control</i>	Git, GitHub, GitLab

WORK EXPERIENCE

<i>Web Application Developer</i>	February 2015 — Ongoing
Carr Hall Garden, Allegheny College, Meadville, PA	
<ul style="list-style-type: none">Independently developed a web application for tracking inventory and sales data.Worked with the client to determine project requirements.Designed and developed web frontend and user interface, using HTML/CSS/JavaScript, Bootstrap, and Jade.Designed and developed database-driven web backend, using Scalatra, Slick, and H2DB.	
<i>Lead Software Engineer</i>	Spring 2014 — Ongoing
MeteorCode Laboratories, Meadville, PA	
<ul style="list-style-type: none">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

- 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
- 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 JCoCo.
- 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.