Hawk Weisman

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http://hawkweisman.me

EDUCATION

Bachelor of Science in Applied Computing (Software Engineering)
Allegheny College, Meadville, PA
Degree expected: May 2016
GPA: 3.67

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

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

WORK EXPERIENCE

Lead Software Engineer — Spring 2014 — Ongoing
MeteorCode Laboratories, Meadville, PA

- Co-founded 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

Seax — Spring 2015 — Ongoing
Personal Project
`http://hawkweisman.me/seax`

- Designed and developed a runtime environment for functional programming languages.
- Implemented a virtual machine, Scheme compiler, and other utilities in Rust.
- Wrote over 3,500 lines of Rust code and over 3,000 lines of documentation.

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/deebee`

- 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 JaCoCo.

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.

REFERENCES

Dr. Janyl Jumadinova
Assistant Professor
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Dr. Gregory Kapfhammer
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