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

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

Web Application Developer — February 2015 — Ongoing
Carr Hall Garden, Allegheny College, Meadville, PA

- 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.

Lead Software Engineer — Spring 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.