

# Rowan Murphy

## *Skills*

- Object Oriented Programming in Java and C++ (3 years)
- GitHub (3 years)
- Python (2 years)
- MySQL (1 year)
- Design of Relational database management systems with SQL and NoSQL (1 year)
- Scrum (1 year)

## *Personal Projects*

<https://github.com/idahodruid>

- An HCI-focused game in Unity to study the interactions of people with different game UI's to evaluate player experience
- A Microservice-based implementation of Monopoly in Java.
- A small ASCII-based fps maze game completely using the console in C++. can create maps in the code to change the layout of mazes. Similar to old doom games but no shooting, just walking.

## *Education*

**Bachelor's in Computer Science** - Idaho State University - Pocatello,

ID Anticipated Graduation: May 2022

- **Related courses:** Software Language Engineering, Human-Computer Interaction, Advanced Algorithms
- **Projects:** A group project to compare the accuracy and empirical complexity of different algorithmic solutions to different problems, including greedy, branch, and bound algorithms
- A Keylogger in C++ to analyze security flaws and how to write secure code.
- A DSL research project to aid in the implementation of PCG(Procedural Content Generation) in games for inexperienced developers in Unity.

## *Work Experience*

**Technical Internship** - Sollus Information Systems - Pocatello, ID

November 2020 to February 2021

- Technical Internship focused on independent learning of different programming languages
- Introduction to sysadmin, DBMS systems, and Networking

**Medication Technician** - Quail Ridge Living Center - Pocatello, ID

August 2020 to November 2020

- Passing medication to residents in the assisted living facility and assisting with daily tasks
- Assistance with medication certified

**Direct Support Professional** - Aspire Human Services - Pocatello,

ID June 2020 to September 2020

- Caring for mentally disabled clients. Responsibilities include dietary/medication restrictions, ensuring clients' safety and well-being, and de-escalation of hostile situations