Griffen Agnello

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Projects

- **Personal Web Portfolio**
  - My personal portfolio website that includes a blog, contact info, and personal information about me. Uses Node.js and Express.js as the server back-end. All HTML pages and CSS styles are self-made from scratch in order to learn the fundamentals of web development.
- **"CANG" Physics Game Engine**
  - C++ physics simulator built from the ground-up using OpenGL that simulates properties like collisions and gravity. Learned to work on a team using Agile project management for a large-scale project. Also learned effective object-oriented and functional programming practices.
- **Client – Server Exec**
  - C program where clients send a command to a server from the terminal. The server executes the command and sends the output to the client via the TCP server socket.

Technical Skills

Proficient Languages: Java | HTML5 | CSS | Javascript | C / C++ | Python | LaTeX | Scala | SQL

Experienced With: Git | Linux / Unix | Android Development | Agile | Node / Express | MariaDB

Education

Bachelor of Science – Computer Science Aug. 2021 - Current

Washington State University Vancouver

- Expected Graduation Date: June 2023
- Cumulative GPA: 3.64
- Coursework: Databases | Software Development | Agile | Networks | Systems | Functional Programming

Associate of Science – Computer Science Sep. 2019 – Aug 2021

Clark College

- Cumulative GPA: 3.60
- Vice President's List Award for 5 quarters
- Coursework: Java | Data Structures | Object-Oriented Programming | Linux | Scripting | C |

Work Experience

Produce Clerk June 2019 - Current

Safeway-Albertson's

- Provides excellent customer service and consistently maintains the quality of the produce department.
- Previously trained several new employees in the department.

Computer Science Teaching Assistant Jan. 2022 – May 2022

Washington State University Vancouver

- Tutored students about the fundamentals of the C programming language.
- Provided insightful feedback on students' code.
- Covered topics such as pointers, arrays, recursion, and data structures.