Jesse Bergerstock

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Formal Education

BACHELOR'S OF COMPUTER SCIENCE | 2016-2017 | SUNY POLYTECHNIC INSTITUTE | GPA: 3.11

ASSOCIATE'S OF COMPUTER SCIENCE | 2014-2015 | CAYUGA COMMUNITY COLLEGE | GPA 3.37

BOCES COMPUTER & NETWORKING CERTIFICATION | 2013 | CAYUGA ONONDAGA BOCES VOCATIONAL SCHOOL

NETWORK+ CERTIFICATION | 2012 | CAYUGA ONONDAGA BOCES VOCATIONAL SCHOOL

Skills & Abilities

SOFTWARE ENGINEER
· Study and use of general software engineering techniques such as S.O.L.I.D OOP, and Agile Programming. Exercise of application technologies including: .NET, MVC ASP.NET, Jquery, Mysql, Angularjs, Android Studio, Unity3D, Processing, Git, Slack, Visual Studio, and Unix/Linux.

MATH COMPREHENSION
· Understanding of Calculus, Linear Algebra, and Discrete Mathematics.

PROGRAMMING/CODE
· Academic and personal training in computer programming with the following languages: C, C++, Java, C#, Javascript, and Python. I also experiment with function oriented languages such as Haskell and Scala.

NETWORK ADMINISTRATION
· Training and practice with Network Administration. Earned an official Network+ certification from the State of New York.

Work Experience

APPLICATION DEVELOPER INTERNSHIP | NORTHERN SAFETY | 2016-2017
· A co-op internship developing external and internal web applications for the Northern Safety ecommerce website and internal applications. Technology focus on MVC ASP.NET, Angularjs, Git, Visual Studio, and SQL.

IT INTERN | LOCAL DMV | 4/11/2013-5/11/2013
· Worked with the lead IT employee, helping people with technical issues, server management, building computer systems and networks. Done through the Boces program.

COLLEGE TUTOR | CAYUGA COMMUNITY COLLEGE | 2014-2015
· An exercise in working with stressed students through their frustrations, teaching abstract ideas, and realizing when additional help was needed. Tutoring math and computer science were the focus.

Personal/Academic Projects

MinFuncPoly | Javascript
SOURCE: https://github.com/illMadeCoder/minFuncPoly

· A new simple programming language built towards the functional programming paradigm. A college capstone project with a team of three peers, my responsibility was to develop a language and compiler, whereas the rest of my team developed static and runtime analytic software to be ran upon my language's programs.

Unity3D Scene Manager | C#
· A project to help in handling the shifts in global game state by providing a hierarchical infrastructure which passes relevant state transition messages to any given scene and sub scene in the game.

The Violet Signal | Lua
PLAY ONLINE: http://www.lexaloffle.com/bbs/?tid=4114

· A fully realized game built and distributed over the web. The game itself was built in the Pico-8 framework.

Jico.js | Javascript
SOURCE: https://github.com/illMadeCoder/Jico

· An in-development web-based game engine which incorporates the Pixi.js webgl renderer.

MiniAT | Assembly & C
OFFICIAL WEBSITE: http://www.miniat.org/

· In conjunction with Professor Confer, and small group at SUNY Polytechnic Institute, a project meant to emulate a processor virtually from the bottom up.

Scarce Signal Contract | Python
SOURCE: https://github.com/illMadeCoder/Scarce_Signal_Contract

· A peer-to-peer network application which is meant to distribute internet bandwidth over a group in such a way that those who have a signal and aren't actively using it will share to those who don't have a signal but would like to. This project is hypothetical as the hard technology is not there, but I've developed a simulation program in python to examine each case and to refine the logic.

Mobile Learning App | Java
· An in development Android app meant to help teach and practice Mathematics and English by providing two separate sub applications; one an area to practice by providing exercises per topic, the other an area which provides links to helpful online teaching resources. Each area's topic user interface mirrors the other and so the sub applications can be transferred between seamlessly by the user.