

# JAN MARKUS MILAN

(347) 552-9157 | [jmarkusm@me.com](mailto:jmarkusm@me.com) | Staten Island, NY | [github.com/janmarkusmilan](https://github.com/janmarkusmilan) | [linkedin.com/in/janmarkusmilan](https://www.linkedin.com/in/janmarkusmilan)  
<https://janmarkusmilan-portfolio.netlify.app/>

## EDUCATION

City University of New York, College of Staten Island (CSI)

The Verrazano School: A 4-year selective undergraduate honors program

Staten Island, NY

Bachelor of Science in Computer Science, accredited by ABET

May 2021

Cumulative GPA: 3.69 / 4.00

### **Relevant Coursework:**

Object Oriented Design, Data Structures, Analysis to Algorithms, Game Development, Software Engineering

**Honors:** CSI Scholarship Recipient, NYC Council Merit Scholar, *Cum Laude*

## SKILLS

Programming: JavaScript, C++, C#, HTML5, CSS3, Node.js, React.js, Git, SQL, PHP

Technologies: Unity, GitHub, Visual Studio Code, OS X, Microsoft Office Suite

Certifications: Tech Talent Pipeline, Jun 2020; Major League Hacking Fellowship, Aug 2020

## TECHNICAL PROJECTS

**Serious Game Development (Capstone Project):** [Meducation](#) | [GitHub](#)

New York, NY

*Software Development Student*

Oct 2019 – May 2021

Honors and capstone project in collaboration with Dr. Deborah Sturm at CSI. Meducation is a 2D educational game that focuses on teaching various medications used in our world today.

- Provided nursing and pharmaceutical majors a fun alternative way of learning medicine through gamification
- Created using C# and the Unity game engine, and exported to WebGL to be played on a browser
- Incorporated in-game features under the feedback and guidance of nursing students and leaders in the industry
- Incorporated universal accessibility features such as text-to-speech so that vision impaired people can also play the game
- Presented results to mentor and a live audience at an undergraduate conference

**NYC Tech Talent Pipeline Residency Full Stack Development Bootcamp** | [GitHub](#)

New York, NY

*Software Development Student*

May 2020 – Jun 2020

Learned industry level tech stacks like React.js, React-Redux, Node.js, Express.js and PostgreSQL, as well as industry level design patterns and version control with Git and GitHub. Worked in teams and delivered on a capstone project in collaboration with fellow developers.

- Created a full stack CRUD [application](#) that houses information about games that have or will be released
- Utilized Netlify to deploy the application from a local client to a cloud server
- Used Git and GitHub to create and track feature branches for team collaboration and version control
- Incorporated Axios to query game data from a public API through a GET request
- Applied Node.js to establish a user registration and login feature, as well as a “like” and “comment” section

## PROFESSIONAL EXPERIENCE

**Major League Hacking Fellowship**

New York, NY

*Software Engineer Intern*

Jun 2020 – Aug 2020

Contributed to open-source projects partnered with Major League Hacking on GitHub. Collaborated with other fellows under the guidance of a professional mentor.

- Contributed to the [HospitalRun](#) open-source project by working on issues and making pull requests
- Expanded my knowledge on multiple JavaScript frameworks with an emphasis on React.js and TypeScript
- Wrote unit tests using the Jest JavaScript testing framework for the HospitalRun open-source project
- Used Git and GitHub to create and track feature branches for version control