Jeremy ELKAYAM

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EDUCATION

Aug '16-May '20	Bachelor of Science in COMPUTER SCIENCE	College of William & Mary, Williamsburg, VA, USA
	GPA 3.56	Minor: Geology
Relevant Coursework:	Geographic Information Systems (Analysis & Programming), Intro to Game Design and Game Development, Operating Systems, Software Entrepreneurship, Applied Cybersecurity

WORK EXPERIENCE

Jun '20-present — **Consultant** at CGI FEDERAL, Rosslyn, VA, USA
- Implemented new dashboard to aid in DevOps procedures, used by business unit of over 60 developers
- Overhauled old, inefficient daily scripts to be faster and better organized. Runtimes improved from 60-90 min daily to 20min.
- Leveraged PowerShell, bash, SQL scripting, REST APIs and Jenkins to automate many regular development & support processes incl. a deployment pipeline to build content for all dev environments

Jun '19-Aug '19 — **Development/Engineering Intern** at CGI FEDERAL, Fairfax, VA, USA
- Collaborated with group of 3 programmers and CGI engineer on intelligence-based automation project using UiPath, Python, and HTML.
- Demonstrated potential uses of RPA-based technologies for a client contract team by creating a series of proof-of-concept scripts demonstrating facilitation of unit tests within CGI's accounting software product.
- Scripts were implemented server-side using AWS and utilized both browser- and email-based requests as well as external libraries for additional features including NLP.

Apr '18-Aug '18 — **Software Development Intern** at GOWITH INC., Jerusalem
- Independently developed and designed "real-time-chat" feature allowing users to ask and answer questions based on selected airport and flights.
- Aggregated 5 independently-created components from other team members; aided in stitching features together to create final product.
- Authored 5200-word, IEEE-style report critiquing experiences in the company and lessons learned; selected by professor to be presented in Computer Entrepreneurship seminar at university.

RECENT PROJECTS

Nov '22-May '23 — **Trogdor for Game Boy Advance**
- Remade 2004 Flash game on Game Boy Advance using C++ and Butano game engine.#
- Re-created all 100 levels from original Flash game with all mechanics as well as 13 intermission cutscenes.
- Implemented high score tracking, which was cut from original Flash game
- Added saving (both mid-level saving and between levels) using GBA cartridge SRAM.
- Released 2.0 update in May 2023 with original content incl. new hazards, adjustable options, tutorial mode (with new music), and secret new playable character.

TECHNICAL SKILLS

Programming languages (proficient):	C, C++, Python, Java, PowerShell
(familiar):	JavaScript, HTML, C#
OS & Software:	Linux, Windows, iOS, Android, Git, Emacs, ArcGIS Desktop, Eclipse, Adobe Animate, Photoshop, After Effects, Final Cut Pro X
Trainings & Certifications:	SAFe DevOps Practitioner