Jeremy Noah 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
- 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, Selenium and Jenkins to automate many regular development & support processes, including a deployment pipeline to build content for all development environments and create a production-ready package
- Regularly write technical documentation and hold brownbags to inform less technical team members about DevOps initiatives. Have produced over 40 pieces of documentation across various projects.
- Coordinated rollover of all development and production database servers to new hardware.
- Created export system for accounting reports, allowing report data to be leveraged by other teams in other software products across the department.
- Streamlined release management process by leveraging CLI for antiquated release management software to write scripts automating release delivery processes. Improved process time from ›3 hours to ‹5 minutes, freeing up release manager's time to focus on more pressing issues.
- Configured system replication between two SAP HANA databases in development environment. Produced installation guide for production. Spun up new database servers and network configurations to test replication and failover, which resulted in no downtime from user perspective.

Jun '19-Aug '19 — **Development/Engineering Intern** at CGI FEDERAL, Fairfax, VA
- Collaborated with group of 3 programmers and CGI engineer on automation project using UiPath, Python, and HTML.
- Demonstrated potential uses of RPA-based technologies for a 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.
- 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 as well as 13 intermission cutscenes.
- Implemented high score tracking, which was cut from original Flash game
- Added mid-level saving using GBA cartridge SRAM.
- Released 2.0 update in May 2023 with brand new content (not present in original Flash game) including new hazards, adjustable options, tutorial mode with new music, improved menus, 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