

Jeremy ELKAYAM

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EDUCATION

AUG '16-MAY '20 Bachelor of Science in COMPUTER SCIENCE | College of William & Mary, Williamsburg
GPA 3.55 | Minor: Geology

Relevant Coursework: Computer Graphics, Systems Level Programming, Geographic Information Systems, Intro to Game Design and Game Development, Operating Systems, Entrepreneurship in Computer Science

Honors: Dean's List; Fall '16, Spring '17

WORK EXPERIENCE

JUN '19-AUG '19 **Development/Engineering Intern** at CGI FEDERAL, Fairfax, VA

- Collaborated with group of 3 programmers and CGI engineer on intelligence-based automation project using UiPath, AWS, 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.
- Final product provided time savings of 80-90% per task, with room for growth.

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.
- Harnessed IBM's Watson API to create language-analysis software for usage by airports; app provided over 20 different types of statistics based on user sentiment and emotions as demonstrated in sent messages and reviews.
- 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.

SUMMER '17 **Instructor** at ID TECH CAMPS, Manhattan, NY

- Taught one-week classes in Python, JavaScript, and laptop construction to diverse groups of 8 students each, ranging from ages 6 to 17 in intensive summer workshop program.
- Covered staff shortage by preparing and teaching weeklong, 10-lesson robotics class with just a few days' advance notice.
- Developed lesson plans based on modified iD Tech curriculum tailored to specific students' abilities. Worked one-on-one with students to agree on goals for programming projects.

RECENT PROJECTS

MAY '19-DEC '19 **Deben (cryptocurrency)**

- Collaborated on development of cryptocurrency forked from Monero.
- Implemented algorithmic and structural volatility control system using volume and price as inputs.
- Produced technical references for development team, user stories to guide development.

MAY '19-DEC '19 **Dominus (multiplayer mobile game)**

- Collaborated on development of multiplayer mobile game using Unity and C#
- Implemented battle system, army generation, player ranking using live global map divided regionally
- Planned development, divvied up and assigned tasks to team members, performed code reviews and provided feedback to fellow developers.
- Produced weekly technical reference sheets to aid team in weekly efforts.

TECHNICAL SKILLS

Programming languages (proficient): C, C++, C#, Python, Java

Programming languages (familiar): JavaScript, Swift, HTML

OS & Software: Linux, Windows, iOS, Android, Git, Emacs, ArcGIS Desktop, Eclipse, JetBrains IDEs

Libraries: Arcpy, SFML, Box2D, tinymce, IBM Cloud, Firebase, Pandas