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|  | Joseph Kostello | |  |
| Contact 134 Steamboat Ln Apt 202, Unit#26-202  314-384-3474  [joseph.kostello@gmail.com](mailto:joseph.kostello@gmail.com) | | Objective Looking for a summer internship in either software development or cybersecurity to  help me grow my skills and further my professional development. | |
| Education Maryville University  Major: Computer Science, focus Cybersecurity  Bascom Honors Program  Dean’s list every semester  GPA 3.9  Francis Howell High School  Summa Cum Laude  Graduated in 3 ½ years  Marching band & drumline Key Skills Languages:  Java, C++, Python, SQL, R  Tools:  The Sleuth Kit and Autopsy, Wireshark, FTK Imager, Photoshop, Illustrator, InDesign, DaVinci Resolve, Git  Github:  github.com/jkostello  LinkedIn:  linkedin.com/in/joseph-kostello-b1ba362b7 | | ExperienceAugust 2022 - Present Student Coordinator Assistant | Aquinas Institute of Theology  Work as an entry level assistant to multiple department coordinators to assist educational operations. Responsibilities include graphic design, video design, website maintenance, computer maintenance, A/V setup. Have grown my position from working for a single department to three departments including IT.  Projects  Delphi – Password Manager for COSC 231  Managing a team of five to design and develop a password manager for Project Management. Learning key design principles and development strategies. Will be looking at features such as Spring and Maven.  Advent of Code 2023  <https://adventofcode.com/2023>  Working on solving coding challenges using Java. Am learning various packages, data structures, code refactoring and code reuse in the language.  Pirate Software – Game Jam 14  <https://itch.io/jam/pirate/rate/2467606>  Worked on a five-person team to design and develop a game within fourteen days. The game was created in the Godot engine and primarily developed using GDScript as well as C++. Expanded on my skills from the previous game jam to work with the team to meet the deadline.  Godot Wild Jam 64  <https://thefinnigan.itch.io/light-immaterial>  Worked on a three-person team to develop a game within ten days. The game was created in the Godot engine and developed using the engine’s language GDScript. I was able to learn the engine and language and we completed the game by the deadline. | |