John N. Moreira

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**EDUCATION**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**New Jersey Institute of Technology | Newark, New Jersey**

B.S. in Computer Science, GPA: 3.1

**TECHNICAL SKILLS**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Strongly Proficient: Java, C++, Visual Basic / Proficient: SAP ABAP, Android, Python, C#

Applications: Visual Studio, Android Studio, Eclipse, GitHub, MS Office, MatLab

Website: <https://jnm26.github.io/>

**WORK EXPERIENCE**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Colgate-Palmolive | Piscataway, New Jersey June 2016 – July 2017**

Application and Software Development Intern

* Worked within SAP’s Ecosystem for database read/write and update. Used OData services for data transfer between frontend and backend.
* Programmed Document Management System back end in SAP ABAP to compress and download multiple files at a time.
* Leveraged Excel VBA to create user forms and macros to speed up user creation, deletion, and update.
* Wrote tutorials to teach new system users how to work with a Digital Asset Management System.

**CodeAdvantage | New Jersey & New York Fall 2015 – Spring 2016**

Lead Instructor

* Taught elementary to eighth grade aged students concepts of programming and Java. Used Minecraft modification as a platform for generating passion and excitement from students.
* Designed select lessons in standard Java around teaching programming fundamentals, object oriented programming, and conditional statements.

**Real World Communications | Newark, New Jersey Fall 2013 – Spring 2014**

Game Development Track Co-Leader, Android Team Member

* Taught middle and high school students game design through Game Maker Studio. Guided students through the process of developing an Android scheduler app.

**ADDITIONAL EXPERIENCE**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**NJIT Class Projects| Newark, New Jersey Fall 2016**

prIDE - GitHub: <https://github.com/brandonrninefive/prIDE>

* A free online IDE with real-time code editing between users and GitHub integration.

Quake 2 Mod - GitHub: <https://github.com/jnm26/Quake-2-Stealth-Mod>

* A mod of Quake 2 which modifies the game to focus on stealth and resource management.

Quake 4 Mod – GitHub: <https://github.com/jnm26/Quake-4-Askew-Mod>

* A mod of Quake 4 which skews all polygons and adjusts gravity for a wacky game experience.

**LEADERSHIP / HOBBIES**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Association for Computing Machinery, NJIT Chapter Fall 2013 – Spring 2017**

Special Interest Group - Melee

* Held weekly meetings and hosted on-campus tournaments for competitive Super Smash Bros. Melee. Assisted in the live-streaming of Melee events in the NJ/NY area.

E-board Member – Secretary **Spring 2015 – Fall 2016**

* Assisted in the operation and running of HackNJIT 2016
* Maintained the club’s office space and contributed to the club’s affairs, including purchasing decisions and working with the members.