JOSHUA R. SURETTE

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EDUCATION

Boston University College of Engineering, Boston, MA **May 2018**
Bachelor of Science in Computer Engineering; Minor in Biomedical Engineering
Cumulative GPA: 3.64/4.00; Major GPA: 3.70/4.00; Dean's List (All Semesters)

Universidad Autonoma de Madrid, Madrid, Spain **Spring 2016**
Studied abroad at technical institute, and gained engineering education with a cultural immersion component

TECHNICAL SKILLS

Computer Programming: C/C++, Python, Git, Basic Web Development, MATLAB
Computer Software: Xcode, Github, Bitbucket, Anaconda, Sublime, UNIX/LINUX, Android Studio, Brackets
Languages: Working Proficiency in Spanish

RELATED EXPERIENCE

Boston University BME Department **September 2016 — Present**
Bioinformatics Research Intern

- Incorporate C and other programming languages in the area of structural bioinformatics, specifically on PIPER which is a protein-protein interaction software
- Utilize large data sets and algorithmic analysis to provide information on protein-protein interaction for more effective drug design and for insight into protein function
- Work in an open-source, collaborative environment with other software-based researchers

Massachusetts General Hospital, Boston, MA **June 2016 — September 2016**
Research Intern

- Utilized MATLAB and Python to algorithmically analyze metabolic flux changes of hepatocytes
- Created cell cultures, and used Liquid Chromatography/Mass Spectrometry to gather data
- Also gained experience in academic paper writing using LaTeX, and wrote a manuscript for a pending publication

ENGINEERING PROJECTS

joshsurette.com **December 2016 — Present**

- Coded a website using Twitter Bootstrap as a foundation that showcases my background, engineering projects, and interests
- Actively maintain and update the website and use it to centralize my web presence and accomplishments

ClubConnect **August 2016 — December 2016**

- Led team on a three month effort to build a working Android Application to be used at BU to help students and clubs connect with one another
- Utilized Firebase for remote storage and coded the entire backend in Java; also assisted in coding authentication

Miner Dash **August 2016 — December 2016**

- Coded a sophisticated, OOP-intensive game in C++ that utilizes an ASCII-grid interface
- Purpose of game is to use Miners to get past Soldiers to collect gold to upgrade their Town Halls

LEADERSHIP AND AFFILIATIONS

Entrepreneurship Club; Vice President — September 2014 — Present
BU Club Baseball; Executive Board Member — September 2014 — Present
First Gen Connect; Mentor — August 2015 — Present
MakeBU; Member — August 2016 — Present