KENNETH ANTHONY ESDAILE

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EDUCATION

Sep2014 - Aug2019	**CUNY QUEENS COLLEGE** 65-30 Kissena Blvd | Queens, NY 11367 ***Bachelor of Applied Science In Computer Science*** Related Course : Database, Software Engineering, Design and Analysis of Algorithms, Theory of Computation, Principles of Programming Languages, Image Processing, Internet & Web Technologies, Computer Graphics, Data Structure, Computer Architecture, etc.
Sep2012- Aug2014	***Associate of Applied Science in Computer Science*** **LAGUARDIA COMMUNITY COLLEGE** 31-10 Thomson Ave | Long Island City, NY 11101 Related Course : Object-Oriented Programming in C++, Object-Oriented Programming in Java, Discrete Structures, Computer Organization and Assembly Language, Discrete Mathematics, Calculus etc.

EXPERIENCE

Jul2014 - Sep2014	**LAGUARDIA COMMUNITY COLLEGE** 31-10 Thomson Ave | Long Island City, NY 11101 ***Web Design & Development Intern*** Update the college old tutor website. Using HTML and CSS to add a more user friendly and interactive interface. Adding authentication to online survey application via JavaScript, while at the same time teaching myself JavaScript and PHP. Developing an hourly base timing system, integrate it with the school database and tutor login page. Display weekly results of tutor time spent and total time in a tubular form.

PROJECTS

May2019	**PROGRAMMING LANGUAGE INTERPRETER** My Principles of Programming Languages course project. Before taking this course, I use to write brute force parsers. By brute force parsers I mean parsing character by character line by line looking for special characters or phrases. Its harder to do it this way, and not scalable. This course thought me how to use DFAs to build parsers to parse any programming, script, or markup language plus an interpreter to execute instruction from that language. This was one of the most fun and exciting school projects I have done. There was a lot of enlightenment happening with me in this course. C++
Dec-2018	**INTERACTIVE 3D SCENE (CHRISTMAS THEME)** My Intro to Computer Graphics course project. This was the final project. Everyone was free to their own thing using prior knowledge and what they have learned throughout the course. The purpose was to be creative. I had prior experience in 3D graphics programming with modern OpenGL 4.0 studying on my own. The purpose of taking this course was to see if there is anything technique thought that I may not know yet. Long story short there wasn't much, but I had fun making this scene. C++

SKILLS

Programming Languages	C, C++, Java, GLSL, HTML, C-Sharp, JavaScript, PHP, Python, SQL and CSS
Software	Xcode, Visual Studio, Eclipse, MySQL, Adobe Photoshop, Word, Excel, Power Point, etc
API's	OpenGL 4.0