

# Elían D. Deogracia-Brito

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## EDUCATION

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- **Rutgers University-New Brunswick**  
*Bachelor of Science in Computer Science; GPA: 4.00*  
New Brunswick, NJ  
September 2023 – May 2025
- **Atlantic Cape Community College**  
*Associate of Applied Science in Computer Programming; GPA: 4.00*  
Mays Landing, NJ  
September 2021 – August 2023
- **Relevant Courses**  
*Android Programming, Programming-Java, Programming-C++, Systems Analysis & Design, Intro to Project Management*

## EXPERIENCE

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- **Cybersecurity Conference Host**  
*Atlantic Cape Community College*  
Mays Landing, NJ  
May 2023 - June 2023
  - Conducted an interactive AutoHotKey (AHK) workshop during a cybersecurity conference, guiding over **100** high school students in exploring the fundamentals of automating desktop tasks.
  - Meticulously organized presentation content and created a comprehensive instructional guide, ensuring seamless setup of **30** laptops among students, including Visual Studio Code and AHK installation, to facilitate an efficient learning environment.
  - Guided students in developing their own AHK applications, fostering practical skills in automation. Demonstrated achievement through engaging demo programs, such as a script interacting with the Windows registry to clear clipboard history, showcasing the versatile functionalities of AHK in cybersecurity applications.
- **Programming Tutor**  
*Atlantic Cape Community College*  
Mays Landing, NJ  
July 2022 - June 2023
  - Provided ongoing support to students through weekly email check-ins, demonstrating a commitment to their academic success. Maintained flexibility by accommodating in-person meetings, even committing to a long commute to ensure accessibility.
  - Implemented services beyond traditional resources, leveraging platforms like Replit to facilitate collaborative cloud-based coding sessions. Empowered students to work on projects virtually, fostering a dynamic and interactive learning environment.
  - Developed specialized code fragments to aid students in tackling JavaFX components in their projects, enhancing their understanding and efficiency in coding tasks.

## PROJECTS

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- **Resume Reviser**  
*Tools: Flask, SQLite3, Python, HTML/CSS/JS, Bootstrap*
  - Used PyPDF2 to scan resumes, take in job listing entries, and analyze the similarity between the entries using the natural language processing concept of cosine similarity to return a percentage match.
  - Used database to store users' previous resume submissions, job listing, and percent match to enable users to improve their resume based on the results while providing suggestions.
  - Integrated Bootstrap for a dynamic UI with a playful cat typing animation using JavaScript. Seamlessly linked front-end elements to the back-end, enhancing both aesthetics and functionality.
- **Word Usher**  
*Tools: Android Studio, Java, Gradle*
  - Engineered engaging gameplay that enabled players to control and play as a robot pushing letters to form words to a particular theme, resulting in an enjoyable and educational word-building experience.
  - Enhanced the Android Studio SDK by implementing object-oriented programming principles, introducing specialized game objects, and extending capabilities.
  - Designed and implemented a dynamic 2D grid system using existing containers, providing the foundational top-down view of the game landscape.

## SKILLS

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- **Languages:** Java, C++, Python, C, AutoHotKey, HTML/CSS/JS, SQL
- **Technologies:** Git, CMake, JavaFX, Gradle, Maven, VirtualBox, Photoshop, Android SDK, Premiere, Illustrator, After Effects, Blender
- **Certifications & Awards:** NJSTARS, Phi Theta Kappa Honor Society, IC3 Digital Literacy
- **Extracurriculars:** Princeton Hackathon, USACS Mentee, Animation, PC Technician