**George D. Samuels II**

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**EXPERIENCE**

**Accelirate.IncEdison, NJ**

RPA DeveloperOctober 2020-Present

* Developed Automation Workflows using C# and VB for Clients nationwide
* Everyday tasks include, working with UiPath studio, Excel, React JS (front-end) and UiPath Orchestrator
* Worked with Document Understanding and AI Fabric part of UiPath Platform

**Alliant-The Audience CompanyBrewster, NY**

Systems ProgrammerAugust 2019-May 2020

* Develop specialized data for clients to help create, and grow a marketing audience via direct mail or digital media distribution
* Everyday tasks include, SQL data pulls, Linux Scripting/commands, Data manipulation through RedPoint Global, and FTP/SFTP via the Go Anywhere platform
* Developed web site to be viewed across departments through the use of HTML/CSS/JavaScript and the Google Sheets API

**Pace University Student Support Services New York, NY**

Software Developer June 2016 – July 2016

* Developed and launched an Android application for first year students that allowed them to get support services from the university, such as, tutoring assistant, counseling, directions to buildings, phone directory and online applications
* Project was written in Java with the use of Android Studio, Gimp photo editor and Integrated APIs, such as, Google maps (for on all campus directions), read in data from a Google Sheet to be used and presented in the application

**TECHNICAL SKILLS**

Computing Skills: C++, C#, Java, JavaScript, HTML, CSS, SQL, Bash Scripting, Kotlin

Operating Systems: Windows, UNIX, Android, Linux

Frameworks: Ionic, JQuery, React js

**PROJECTS**

**Developing a App (Kotlin) - RankemJanuary 2020- Present**

* Designed a App that pulls users Facebook friends into a list view, allowing them to rate each based on friendship
* App used as a learning platform to increase knowledge of Kotlin

**Developing a Game in Unreal Engine - FITA June 2019 - Present**

* Designed a puzzle game using Unreal Engine 4 with a user objective to escape a room
* Wrote the game in C++ and used the game as a learning platform to build knowledge of C++

**Game to Help Seniors with Nutrition Management - NuSwipe February 2018 – April 2018**

* Developed game for NYU School of Medicine providing education to older users and/or patients on nutrition
* Led development of level design in Unity Engine, and game level programming written in C#

**Virtual Reality for Mobile Phones - Atmosphere November 2017 – January 2018**

* Developed and launched VR Application with Burke Rehabilitation Center on the Google Play Store for patients with spinal cord injuries using Unity Engine (C#) for a Samsung Gear VR device
* Presented final product to David Rhew the Chief Officer of Samsung’s Enterprise and Health Care Division

**Need2Feed Mobile Application for Non-profit September 2015 – December 2015**

* Developed an Android application and supporting data structure to help a local food pantry(Bread Of Life in Rye, NY) track customers using Android Studio, Java and Gimp

**EDUCATION**

**Pace University, Seidenberg School of Computer Science and Information Systems New York, NY**

Master of Science in Computer Science December 2018

GPA: 3.51

**Pace University, Seidenberg School of Computer Science and Information Systems New York, NY**

Bachelor of Science in Computer Science May 2017

GPA: 3.2