

N. Riley Fletcher

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EDUCATION

University of Virginia

Bachelor of Arts and Sciences in Computer Science, Minor in Data Science

Charlottesville, VA

Aug. 2023 – May 2025

Germanna Community College

Associate of Science in Computer Science, 4.0 GPA

Fredericksburg, VA

Aug. 2021 – May 2023

EXPERIENCE

Software Engineering Intern

NSWCDD

April 2023 – August 2023

Dahlgren, VA

- Introduced new UI features for app using JavaFX, FXML, and CSS allowing users to easily navigate system
- Modernized codebase using SonarQube to address OWASP Top 10 security flaws and introduced JUnit tests
- Enhanced app network efficiency by implementing VMWare virtual machines curbing bandwidth consumption
- Upgraded outdated CI/CD process to leverage GitLab, Gradle, and Jenkins to build, test, and package code
- Worked in an agile environment of 8 developers using Jira to perform sprint planning and daily standups
- Utilized Bash scripts to automate software deployment and configurations on Red Hat Linux machines

Information Technology Intern

Virginia Railway Express

June 2022 – April 2023

Alexandria, VA

- Wrote PowerShell scripts for querying and organizing employee data used in cybersecurity audits
- Closed over 100 help desk tickets involving SharePoint, OneDrive, Azure virtual machines, and Cisco devices
- Facilitated setup of user workstations and assisted Systems Engineer in auto-deploying software with Autopilot
- Performed maintenance on switches, security appliances, and servers to help rearchitect office network layout

PROJECTS

HistoryMaps | *React.js, Next.js, Spring Boot, PostgreSQL, AWS*

[Live Demo](#)

- Full-stack web application showcasing important historical events written in Java and JavaScript/HTML/CSS
- Frontend hosted on AWS Amplify, monitored with Cloudwatch, and containerized with Docker for portability
- Backend hosted with AWS Elastic Beanstalk, RDS PostgreSQL instance for storage, and EC2 to edit via SSH

Discord Trivia Bot | *Python, MySQL, PyQt*

[GitHub](#)

- Built a Python Discord bot using the Discord.py and OpenTrivia APIs adding server and admin commands
- Created PyQt GUI app to communicate with client utilizing sockets and multithreading for seamless connection
- Used a MySQL server to store and update user data for leaderboards and query user data used in bot commands

SocketTalk | *Java, JavaFX, CSS*

[GitHub](#)

- Utilized socket programming and multi-threading to let multiple users interact in real time over a network
- Built a JavaFX application with a reactive UI allowing users to send and receive data efficiently
- Added additional styling using CSS and BootstrapFX to provide a modern and easily navigable application

CarCompare | *React.js, Spring Boot, PostgreSQL*

[GitHub](#)

- Built a responsive, minimalist front-end with React.js/HTML/CSS and Bootstrap for additional styling
- Created a REST API using Spring Web and JPA to make HTTP requests performing CRUD operations
- Utilized a PostgreSQL database for storing data points such as make, model, horsepower, and cost

Chess Game | *Java, Swing*

[GitHub](#)

- Created a desktop application for a two-player chess game with the Java Swing graphics library
- Used model-view-controller architecture to adhere to SOLID design principles for fluid feature extension

Engineering Club | *C++, Arduino, Raspberry Pi, Python, Ubuntu*

Jan. 2022 – May 2022

- Collaborated with 20+ club members to design a rover that maps campus with Python OpenCV library
- Created libraries for Arduino microcontroller in C++ to process sensor data and communicate with Raspberry Pi

TECHNICAL SKILLS

Languages: Java, Python, JavaScript, C, C++, HTML/CSS, SQL, PowerShell, Bash

Frameworks: Spring Boot, React, Svelte, Next.js, JUnit, Bootstrap

Developer Tools: AWS, Git, Docker, MySQL/PostgreSQL, IntelliJ IDEA, PyCharm, VSCode, Visual Studio

Libraries: JavaFX, PyQt, Material-UI, Pandas