Patrick Earl

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EXPERIENCE

Kutztown University of PA

Kutztown, PA

Instructor 08/2019 - Present

- Facilitate and deliver lectures for undergraduate Computer Science courses. Primary topics taught include:
 - Introduction to Computer Programming (taught using C++)
 - Introduction to Data Analysis with Python & Pandas
 - Data Visualization with Tableau
 - Computer Networks (Focus on App-Layer Protocols and overview of TCP/IP Reference Stack)
 - Linux (Filesystem Overview, Basic Commands, Processes, Text Processing)
 - Computer Systems Integration
- Service on departmental committees.
- Maintain PHP web applications written for the CS&IT Department.

Kutztown University of PA

Kutztown, PA

Graduate Assistant

08/2018 - 05/2019

- Assisted with data collection for an *NSF* grant.
- Held tutoring hours for undergraduate computer science students.

St. Lukes University Health Network

Allentown, PA

Data Reporting Internship

05/2018 - 08/2018

- Developed Python application that confirmed data linkage between two datasets.
- Created Python Selenium script to automate downloading of CSV files from web app.

SKILLS

Technical

- Programming Languages Python, C++
- Databases SQL, Database Management, and Creation
- Computer Networking TCP/IP Reference Model, App-Layer Protocols, Routing
- Linux System Administration BASH Scripting, Management, Software Installations

EDUCATION

Kutztown University of PA

Data Analytics Graduate Certificate
 Master of Science (Computer Science)
 May 2019

- Focus: Computer Networks

• Bachelor of Science (Computer Science)

May 2018

PROJECTS

Kutztown University

- Collaborated with University IT department on various projects to improve student learning.
- Helped craft grant proposal for NSF *CS4All* grant which was accepted early 2021, with the focus on developing a CS curriculum framework to introduce K-12 students to CS topics. Will be serving on the advisory board and help with running and leading workshops for 6 days in 2022-2023.

KU - Graduate Studies

- Team Project to design network for a fictional university by selecting equipment, designing rooms, subnetting, etc.
- Developed "distributed" chat server developed for Linux using C++ with a multi-process server that uses shared memory.