# PHILIP DONLON

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**Learn more:**
philipdonlon.com

## Achievements

- Represented USA in Pan American Games for badminton in Jamaica and Puerto Rico.

- Recipient of USA Badminton All-American Award.

- Silver and bronze medalist in Junior Nationals Badminton Championships in men's doubles under 19 and men's doubles under 22

**Red Hat Project:**
cockpit-project.org

**Github Account:**
github.com/pdonlon

**Android Applications:**
philipdonlon.com/android

**Online 3D Monopoly:**
philipdonlon.com/monopoly

## Education

### University of Massachusetts Amherst (Class of 2015)

Pursuing B.S in Computer Science with a concentration in Artificial Intelligence

## Work Experience

### Red Hat

Engineering headquarters - Westford, MA (summer 2014 - September 2014) Intern

User Interface Web developer contributing to the Cockpit project, a server manager that administers GNU/Linux servers via a web browser easily.

- Produced intuitive user interface for inexperienced users with an eye for detail
- Worked on a team of 5 with people across the globe (Germany, Finland, Sweden)
- Participated in daily meetings discussing usability, structure, goals, new ideas
- Gathered high grasp on developing software in an open source environment
- Kept Github commits/pull requests clear and organized to facilitate collaboration

## Leadership

### Amherst College Badminton Club

Amherst, MA (2012 - present) Head Badminton Coach

- Reinvented badminton club from a casual club without structure or leadership to an organized and respected badminton presence in the North East Collegiate region
- Responsible for running practices, organizing competitions against various colleges, traveling with club to regional tournaments, purchasing equipment
- Pushed club to promote competitiveness, leadership, community, and hard work

### Group Programming

- Led team of 5 to produce an online 3D WebGL multiplayer monopoly game.
- Game uses custom graphics, a database to provide synchronization for players, accounts to play friends/spectate games, and runs entirely in the browser.
- Worked on of all game logic including piece movement, tile activation, property information lookup, purchasing/renting properties, houses/hotels, etc.

## Independent Programming Projects

**Java : Chess**

- Implements intuitive GUI to tracks dragging, long/short presses, and clicks
- Shows possible moves when clicking or dragging a piece
- Removes moves which will get user in check/do not get user out of check
- Includes all strict chess rules including castling, pawn promotion, stalemate

**Android : Minesweeper and Minesweeper Pro**

- Uses separate threads for animations, saving, loading, and in game events
- Achieves fast and simple gameplay through custom images and strategic GUI
- Incorporates zooming in/out feature, toggle for game modes, and statistics display
- Generates identical multiplayer opponent boards using seed generators