Peter M. Stirpe

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OBJECTIVE

To obtain a job that utilizes my Computer Science skills and provides an opportunity for growth and learning.

EDUCATION

University of Maryland

College Park, MD

College of Computer, Mathematical and Natural Sciences *Bachelor of Science, Computer Science – Data Science Track*

Spring 2019 (Expected)

Suffolk County Community College (SCCC)

Fall 2016

Selden, NY

Shoreham Wading-River High School

Graduated in 2015

Received: *NYS Regents diploma with Honors*

Shoreham, NY

WORK EXPERIENCE/SERVICE

Fidelity Investments - Newport, NJ (Software Engineering Intern)

Summer 2018

- Collaborated with a team of 10-20 to implement a new hire application which involved daily scrum calls and agile practices.
- Debugged unpredictable browser inconsistencies using AngularJS (ex. auto play of videos in I.E)
- Created/Designed dropdown menus for company internal websites using HTML, CSS, and JavaScript
- **Financial Awards and Recognition:** "STAR" award This award recognizes those who have made exceptional contributions to the business success of the client. Must be referred to by another associate.

Boy Scouts of America - Shoreham, NY (400+ hours)

2004 - 2015

- Joined in the 2nd grade and served until a senior in high School
- **Eagle Scout** earned the rank of Eagle Scout, March 2014 after completing Eagle project consisting of 140+ hours of service.

PROGRAMMING EXPERIENCE

Proficient: Java (4 years), HTML & CSS, Python, R

Familiar: C, Assembly, Ruby, Ocaml, JavaScript, AngularJS, Matlab

General Use: Git, Vim, Unix, Jira

- Using Java: Implemented various data structures including but not limited to Lists, stacks, queues, trees, heaps, sets, and graphs.
- Using Python: Used the Beautiful Soup library to scrape numerical data from websites. Information would then be parsed and transferred to various proprietors.
- Using R: Conducted various data science experiments using datasets from Kaggle.
 - League Of Legends: Retrieved a dataset consisting of professional Esports games and calculated the win rate of my favorite team based off of which objectives they had secured throughout the game.
 - Life Expectancy: Created a regression model based off life expectancy and year in all 7 continents.
 Through this model I was able to dictate the statistical significance of life expectancy and time. I was also able to observe outliers and how they affected the average life expectancy (ex. Lots of high mortality during World War 2)
- Using HTML, CSS, JavaScript: Created, designed, and hosted my own website over the summer of 2018.
 - o DNS bought from Go Daddy
 - o Hosted Website for free using Microsoft Azure
 - Code located in a consistently updated GitHub repository.