Peter M. Stirpe

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OBJECTIVE

To obtain a position 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

Shoreham, NY

Graduated in 2015

Received: *NYS Regents diploma with Honors*

WORK EXPERIENCE/SERVICE

Fidelity Investments - Newport, NJ (Software Engineering Intern)

Summer 2018

- Collaborated with a team of 10-20 people to implement a new hire application which involved daily scrum calls and agile software development practices.
- Debugged unpredictable browser inconsistencies using AngularJS (e.g. auto play of videos in IE)
- Created and designed drop-down menus for internal corporate websites using HTML, CSS, and JavaScript
- Received **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. Eagle project consisting of 140+ hours of service.

Life Guard - Town of Brookhaven, NY (Summer)

2014 - 2017

PROGRAMMING EXPERIENCE

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

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

General Use: Git, Vim, Unix, Jira

- Java: Implemented various data structures including but not limited to lists, stacks, queues, trees, heaps, sets, and graphs.
- Python: Used the Beautiful Soup library to screen-scrape numerical data from websites.
- R: Conducted various data science experiments using datasets from Kaggle.com.
 - League of Legends: Retrieved dataset consisting of professional Esport games and calculated the win rate of my favorite team based on the objectives the team had secured throughout the game
 - Life Expectancy: Created a regression model based on the life expectancy and year in all seven continents that predicted the statistical significance of life expectancy over time. Observed outliers with their effect on average life expectancy (e.g. high mortality rate during World War II)
- HTML, CSS, JavaScript: Created, designed, and hosted my personal website (peterstirpe.com)
 - o Acquired domain name and configured DNS records
 - o Hosted website on Microsoft Azure Cloud
 - o Code managed in GitHub repository

HOBBIES/INTERESTS

- Hiking, boating, snow and water skiing.
- Playing guitar and ukulele