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Richard Hanulewicz

Education

University at Buffalo, Buffalo, NY

- B.S. in Computer Science, Expected May 2018
- 3.6 GPA, Currently in 5th semester

Experience

University at Buffalo – Teaching Assistant for CSE 199

- Helped design and build coursework (The class hadn't existed in years prior)
- Guided students through coursework
- Helped run class sessions and recitations, answered questions, graded assignments

Skills

Programming and Development

- In order of experience from left to right, I am acquainted with:
 - Python, Java, HTML , CSS, Linux, C++, Android Studio
- Much experience troubleshooting and problem solving

Not as relevant, but still a part of me

- I know my way around Adobe Premier, Photoshop, and the some game engines

Leadership

University at Buffalo – As a student and TA

- I led most group projects and made sure our projects were managed properly with GIT
- Led the development of some class sessions for CSE 199

Projects

Personal Projects (WORK IN PROGRESS):

- [Unfinished] A Python class to manipulate and solve matrix problems
- [Unfinished] An experimental game/sim where little beings get wiped out based on their traits – inspired by the real-life phenomenon of biological adaptation and natural selection.

School Projects (that I thought were cool enough to mention):

- Given a list of observatories and their GPS coordinates, used a NASA API to locate the closest observatory to the International Space Station at any given moment.
- Given a large amount of data about words and their syllables, created a program that finds the best rhymes to user-inputted words.
- Created a graph of the internet given a large sample of websites and implemented BFS to efficiently find the shortest path between two given websites.