Robert Tonos

Software Engineer

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TECHNICAL SKILLS

Front End | JavaScript (ES6), HTML5, CSS3
Back End | Java, Python, C
Developer Tools | Github

PROJECTS

Portfolio Website | HTML5, CSS3, JavaScript   2022
- Implemented flexbox in order to organize elements
- Learned different HTML elements in order to best display each element
- Utilized different styles in CSS to enhance each design element

Guessing Game | Java
- Utilized JOptionPane object in order present information to the user
- Used java swing package in order create a window-based application that would allow the user to keep guessing the number until they either got it correct or gave up

ATM Application | Java   2022
- Created user-interactive tool to keep up with a balance of money
- Used Object-Oriented Programming in order to create an interactive ATM object
- Implemented an interface for the ATM methods
- **Github:** https://github.com/robbietonos37/ATM-Machine

SCHOOL PROJECTS

Rock Paper Scissors Game | Java   2022
- Learned how to use the scanner object in order to allow user interaction with the program
- Utilized the random generator object in order to create a computer opponent for the user
- **Github:** https://github.com/robbietonos37/RockPaperScissors

Dice Roller Game | Java
- Used random generator object to "roll" a "dice" with six sides
- Used conditionals in order to determine who the winner was out of 10 "rolls"

Dealership Project | Java
- Utilized Unit testing in order to make sure each function worked before using it
- Used object-oriented programming to create a dealership with car lots of vehicles
- https://github.com/robbietonos37/DealerShip

EDUCATION | GPA: 3.48

University of Mississippi - B.S. in Computer Science   Expected December 2023
University of Mississippi - B.S. in Nutrition and Dietetics   Graduated August 2021

Clubs

Ultimate Frisbee Club Team   2022
Coding Club   2022