

# Robert Tonos

## Software Engineer

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### EDUCATION

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**University of Mississippi** - B.S. in **Computer Science**

Expected December 2023

Favorite Course: Computer Programming II - built projects around Object-Oriented Programming(OOP)

**University of Mississippi** - B.S. in Nutrition and Dietetics

Graduated August 2021

### TECHNICAL SKILLS

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**Front End** | JavaScript (ES6), HTML5, CSS3

**Back End** | Java, Python, C

**Developer Tools** | Github

### PROJECTS

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**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

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**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>