

# RENAULD SIMEON

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## SUMMARY:

**Computer Science graduate** with a strong foundation in data analysis and IT infrastructure, seeking an entry-level position in Information Technology or Data Analysis. Eager to apply academic knowledge and project experience to support business objectives and contribute to a data-driven environment; proficiency in front-end programming

**Areas of Expertise:** PROJECT MANAGEMENT // IT INFRASTRUCTURE // COMPUTER NETWORKS

## EDUCATION:

### Bachelor of Science in Computer Science

Graduation Date: Jan 2024

Montclair State University (MSU), Montclair, NJ

- Relevant Coursework: Data Structures and Algorithms; Database Systems; Software Engineering; Operating Systems; Computer Security

## TECHNICAL PROFICIENCIES:

- **Languages** – JavaScript; HTML; CSS; C; C++; SQL
- **Applications** – Visual Studio 2022; Visual Studio Code; Linux; Windows

## EXPERIENCE:

### Newark School of Data Science & Information Technology

Aug 2024 - Present

*Per Diem Classroom Teacher*

- Instructing 12th graders in robotics technologies, including JavaScript and C
- Aiding in classroom support in Algebra I and II
- Providing hands-on coding experience and fostering a collaborative learning environment

### Senior Support Network, Remote

Jan 2024 - Apr 2024

*Intern, Front-End Application Developer*

- Designed and coded the homepage, focusing on responsive design and cross-browser compatibility, leading to a seamless user experience on all devices in collaboration with the development team.
- Utilized CSS Grid and Flexbox to create a modern, flexible layout that adapts to various screen sizes.
- Tested and debugged the homepage across multiple browsers, ensuring a consistent look and feel.

## PROJECTS:

### IT Support Ticket System

- Demonstrated understanding of IT infrastructure and support workflows by building an IT ticket management system.
- Developed a server-client architecture to enable real-time submission, tracking, and updates of support tickets.
- Implemented RESTful APIs for ticket management, with status tracking and categorization.
- Technologies used: **Node.js, Express.js, MongoDB, Socket.IO, HTML, CSS, JavaScript.**

### Gamepad Tester

- Built a web-based tool to detect and display gamepad input in real-time, supporting multiple controllers; user-friendly interface to show button presses, analog stick movement, and trigger sensitivity.
- Technologies used: **HTML, CSS, JavaScript (Gamepad API).**