

James Reed Swiernik

• 20 Spring Hill Lane, Mountville PA 17554 • reed.swiernik@gmail.com • 717-682-3177 •

Objective

Interested in a Co-op the summer of 2014 with the goal of gaining a work experience that will help me use the skills I have learned thus far and gain further knowledge beyond what I currently know.

Education

Bachelor of Science in Applied Networking and Systems Administration

2012 - 2017 (Expected)

Classwork thus far includes Networking I, Routing and Switching, Scripting, Programming in C++, Discrete Mathematics, Database Structure and Data Modeling

General Technology Work

- Programming and problem solving in Perl, Python, C/C++, C#, Java, Visual Basic
- Design and building of computers of varying levels
 - Extensive knowledge of common hardware and configurations for most personal desktop deployments
 - Experience with assembling server hardware, including racking and cable management
- Computer Generated Imagery/Animation using Adobe Photoshop, After Effects, and Cinema 4D
- Knowledge of wired/wireless networking and upkeep
- Knowledge of Windows, Mac, and Linux troubleshooting and upkeep

Work Experience

Residential Computing Consultant – Rochester Institute of Technology

Spring 2013 - Current

As an ITS Technician, I am responsible for troubleshooting software, networking, and hardware issues for personal and certain university-owned computers and ultimately resolving these issues. These repairs include advanced Windows troubleshooting, hardware troubleshooting, and network troubleshooting in a physical and software medium, as well as frequent customer service interactions.

Information Security Intern – iSIGHT Partners

Summer, 2013

Worked with the Threatspace team to develop new puzzles for use in the Threatspace environment and wrote and integrated quality assurance tests using Selenium and Python.

Target Development Intern – iSIGHT Partners

Summer, 2012

Worked with Threatspace team doing target development for the Threatspace environment, working mostly with Python and C#. This project also included hardware work, learning and deploying Arduino with Wi-Fi for remote uses. Also worked doing graphic design work for the team. Other responsibilities included maintaining a clean server room space and workspace.

Projects

Camera Shutter/Time Lapse Controller

Using a Teensy++ 2.0, small LCD display and a simple circuit, I created a shutter and time-lapse controller able to interface with Canon cameras. This controller used a built in menu and control system that was created for this project entirely in Arduino style C.

Terracraft

Terracraft is a 2D platformer written in Java that was co-authored by Connor Mahaffey and myself. This game was an experiment in dynamic generation of content and menu systems. For this project, I worked with random generation of the terrain and the menu system software and graphic design. I also created the textures used in the pallet of the game, creating a world that is randomly generated and none-repeating.