Michael J. Spadaro

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I am a technically skilled, creative, and dedicated full-stack developer with knowledge of developing full stack applications. I have a passion in learning new technologies and utilizing them to create applications for varying purposes. My strengths are my organization, leadership, dedication, and most importantly my work ethic.

**Education**

St. Josephs College, Patchogue, NY (**2019-2021)**

In Progress: Bachelor of Science: Math/Computer Science (**May 2021)**

*Dean’s List Fall 2019, Spring 2020, Fall 2020*

Suffolk Community College, Selden, NY (**2015-2017)**

Associate of Science: Computer Science (**May 2019)**

*Dean’s List Fall 2017, Spring 2018, Fall 2018, Spring 2019*

**Cumulative GPA:** 3.96

*Prior Courses include: Information Systems, Networking, Cybersecurity, Criminal Justice*

Technical Skills:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| •GitHub | •Java | •Python | •PHP | • Unix/Linux | •HTML/CSS | •R |
| •SQL | •React | •Agile | •Spring Boot | •MVC Design | •Cordova | •Mars/MIPS |
| •Postman | •C# | •Photoshop | •Adobe XD | •Android | •VS Code | •Office Suite |

**Related Experience**

**School Management Application**

* Extensive use of user input error-checking.
* Ability to store, find, and edit large numbers of objects via GUI.
* Graphical User Interface designed using JavaFX.

**Text Editor Application**

* Optimized to load and modify large text files (500,000+ words).
* Complex spell check algorithm.

**Minesweeper Application in MIPS**

* Developed in MARS.
* Fully functional minesweeper game written in MIPS.

**Parking Garage Management Android Application**

* Allowed for creation and management of a parking garage.
* Application data stored on a web SQL database via phpMyAdmin.
* Server-side code written in PHP, JSON.
* Allowed for multiclient and multithreading.

**CPU Scheduler Simulator Application**

* Allowed for simulation of several CPU scheduling algorithms including:
* First Come First Serve, Shortest Job First and Priority.

**Memory Manager Simulator Application**

* Application simulated how a system manages ram.
* Custom memory sizes, compaction.
* Built with Java and JavaFX.

**Multiplayer Mod for Daggerfall Unity**

* Written in Unity Engine with C#.
* Added multiplayer functionality to Daggerfall Unity, allowing for player network. synchronization.

**Work History**

**Conquer Money, Patchogue, NY**

**(June 2020 – Present)**

**Software Engineer Intern**

Developed the framework for a Financial Management Application in a team environment using Java Spring-Boot, React, and MySQL database.

• Worked end-to-end developing and integrating the different systems using an Agile methodology.

• Developed several aspects of the backend and frontend framework.

• Created several views and systems necessary for importing, manipulating, and displaying data.

• Developed algorithms for sorting and processing data relevant to the applications intended functionality.

**Uncle Giuseppe’s Marketplace, Port Jefferson, NY**

**(August 2010 – Present)**

**Deli Closing Manager**

• Lead and manage a large team of 30+ employees daily.

• Accomplishes department objectives by managing staff, planning, and evaluating department activities.

• Maintains staff by recruiting, selecting, orienting, and training employees.

• Accomplishes department objectives by managing staff, planning, and evaluating department activities.

**Computer Technical Specialist**, **South Setauket, NY**

**(May 2012 – Present)**

**PC Configuration Technician**

• Building and upgrading personal computers.

• Installing and configuring Windows as well as required and requested software.

• Configuring small networks including those with a client/server model.