Paul Spadaccini

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EDUCATION

Pace University, Seidenberg School Computer Science and Information Systems   **New York, NY**
Bachelor of Science (BS) in Computer Science | **Concentration**: Software Development | **Minor**: Mathematics   May 2022
Honors: Magna Cum Laude | Alpha Chi (Member) | Deans List (Fall 2018 – Spring 2022) | **GPA**: 3.83

RELEVANT COURSEWORK

Software Engineering | Mobile Web Development | Programming | Calculus | Discrete Mathematics | Data Structures | Foundations of UNIX Operating Systems | Computer Organization | Algorithms & Computing Theory |Digital Design | Operating Systems & Architecture | Intro to Game Programming | Intro to Probability and Statistics | Linear Algebra | Blue CoLab

TECHNICAL SKILLS & CERTIFICATIONS

Programming Languages: Java, SQL, HTML, CSS, JavaScript, Python, XML | **Frameworks**: ReactJS, React Native, Django
Mobile Development: Android Studio | **Databases**: Google Firebase
Applications: IntelliJ IDEA, Visual Studio Code, Eclipse, Unreal Engine, GitHub,
Software: Microsoft Office Suite (Word, Excel, PowerPoint, Teams, Outlook), Google Drive, Adobe Creative Cloud (Photoshop)
Software Development Methodologies: Agile, Scrum | **Operating Systems**: IOS, Mac OS
Certifications: SQL Essentials | JavaScript | Java Essential Training: Objects & API | Java: Syntax & Structure (LinkedIn Learning)

EXPERIENCE

Game Reviewz (GitHub Link), Freelance Developer   January 2023 – Present
- Collaborate in team of three, engaging in bi-weekly sprints using React, JavaScript, Java, HTML, & SCSS to create user-friendly website hosting video game & tech reviews, creating wireframes for each webpage using Figma prior to implementation
- Create tasks in backlog & assign them based on priority & size to manage SDLC, implementing code using GitHub

Blue CoLab   **Pleasantville, NY**
Web Developer (**My Blog Post**)   January 2022 – May 2022
- Collaborated in team of three to clean & parse water/weather sensor data using Python to map data to sound, allowing users to interpret patterns related to changes in climate auditorily
- Deployed Django to create website, using HTML & CSS to code front-end features, including play controls & project information
- Created blog post highlighting project's scope & usefulness in identifying & averting water-based crises

NYC Department of Youth & Community Development   **New York, NY**
Application Support Intern   June 2021 – August 2021
- Supported organization employees in use & operation of internal software applications, managing approximately 20 helpdesk tickets through ServiceDesk weekly & providing virtual support to remote employees
- Managed user accounts deploying User Management & PTS to create new accounts & assign the appropriate level of system access, as well as deactivate & unlock accounts as requested

ACADEMIC PROJECTS

PaceEats Mobile Application (GitHub Link)   October 2021 – December 2021
- Collaborated with team of four to design & create mobile application using Android Studio, allowing Pace students to track food intake, calories, & weight, using Google Firebase to store & manage user data
- Coded application back-end using Java & deployed XML to design user-friendly front-end, conducting demonstrations to showcase project progress after each sprint
- Implemented Agile Methodology for software development lifecycle (SDLC) by creating user stories in backlog, conducting Scrum meetings twice a week, & collaborating on implementing code via GitHub

ACTIVITIES

Pace Intramurals, Basketball, Volleyball, and Football Member   September 2018 – May 2022
Pace, Seidenberg Tech Collective, Member   September 2018 – May 2019