JOSEPH A. CECIL

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OBJECTIVE

To obtain a computer science position starting in Spring of 2020.

EDUCATION

Bachelor of Science in Computer Science   University of Kentucky, Lexington, KY
Senior   Anticipated Graduation: Spring 2020
4.0 GPA

SKILLS

Other
- HTML & CSS markup/stylesheet languages
- SQL database query language
- Linux OS skills (terminal use, etc.)
  - ~1 year of experience, from daily use of Arch Linux & Linux Mint
- Version control experience (Git)
- Debugging (Python with pdb, C with gdb)
- Unit testing

Programming Languages
- Python
- Kotlin
- Clojure [Java Virtual Machine lg.]
- C
- C++
- Rust
- Scala
- Haskell

WORK EXPERIENCE

Intern at ISI.

- **Summer 2019.** Worked on software to automatically make and compile for use inferences about name coreference in a document. Coded in Python programming language.
- **Summer 2018.** Worked on software to automatically collect online time series data, train and evaluate time series models, and serve prediction data to clients based on a text prompt. Coded in Python programming language.

PROJECTS

Untitled bird game (2019). Platforming video game written in collaboration with two friends at International Hack Day 2019 using Unity game engine (using C# programming language).

Eldritch Estate (2015-2016). Roguelike video game with randomized map generator, lighting, and turn system. Used Git for version control. Written in Python (programming language).

RESEARCH

UK Math Lab, Tropical Geometry/Heisenberg Group (2018-Spring 2020). Worked with professor and three other students on research questions in tropical geometry and noncommutative algebra. Presented research to department and university community.