Steven F. Lynch Jr.

Computer Science Student - Virginia Tech

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Undergraduate at Virginia Tech seeking an internship in Software Engineering. Especially educated in Java and C, with additional programming experience. Ability to read Python. Excellent work ethic and communication skills. Eagerness to learn and gain professional experience. Can work on-site anywhere in Virginia or Pennsylvania, remote anywhere in United States

Education & Awards

B.S. Computer Science (IP) - Virginia Tech
Expected Graduation - December 2023

A.S. Computer Science (3.88) - NVCC
Graduation - August 2020

Phi Theta Kappa Honors Society - 2018 - Present
Summa Cum Laude Graduate (NVCC) - 2020
President's List - Spring 2019, Spring 2020
Dean's List - Summer 2019, Fall 2019, Spring 2021
Eagle Scout - 2014

Relevant Coursework - Introduction to Communications, Technical Writing, Foundations of Engineering, Statistics for Engineering, Introduction to Discrete Math, Combinatorics, Introduction to Computer Science, Computer Science I & II, Software Design & Data Structures, Data Structures & Algorithms, Computer Organization I & II, Computer Architecture, Human-Computer Interaction, Mobile Software Development

Skills

- Java
- C
- Kotlin
- x86 Assembly
- MIPS Architecture
- Algorithms
- Data Structures
- Object-Oriented Programming
- Leadership
- Project Management
- Communication
- Collaboration & Teamwork
- Linux
- CAD
- MATLAB
- Virtual Machines
- Apple iWork
- Microsoft Office
- Adobe Illustrator
- Adobe Photoshop

Relevant Class Projects

Whack-A-Shape
Extended and implemented methods of a LinkedBag (entries stored as linked nodes) and an ArrayBag (entries stored as array items), each being an implementation of the "bag" data-structure. Both implementing the Shape interface to create a game using a Window object (like "whack-a-mole").

Tower of Hanoi
Implemented a LinkedStack to solve the classic Tower of Hanoi problem using recursive methods, displaying an animation of the solution in a Window.

Space Colonies
Created a complex program consisting of several data structures, interfaces, and encapsulations to assist in placing applicants into various colonies in a simulation of outer space. Applicants accepted/rejected based on skill attributes compared to the particular needs of each planet colony, accounting for current population. Used Circular Array Queue to track applicants, and used data types for Person, Skill, Planet, etc. Used Window and File I/O to process applications and display results.

Binary Bomb
Used x86 assembly language to pass six increasingly challenging stages to disarm a "bomb." Each stage consisting of a secret string executable to be reverse engineered through the use of GNU Debugger. Gained a deeper understanding of debugging and assembly language commands.

Attack Lab
Used x86 assembly language to generate five buffer overflow attacks on two programs with different security vulnerabilities. Generated an exploit string for each stage through the use of GNU Debugger and objdump, taking control of a corresponding executable. Gained further understanding of debugging and assembly language commands, as well as the stack and parameter-passing mechanisms. Gained a deeper understanding of general program security.

Professional Experience

DoorDash - Driver | September 2019 - Present
Reliable delivery driver focused on customer service, communication, safety, and efficiency.

Peet's - Barista | October 2017 - June 2018
Provided front-of-house service with heavy daily customer interaction.

SweetGreen - Dishwasher | May 2017 - October 2017
Washed dishes and utensils, performed standard maintenance, and trained new hires.

Union Canal House - Waiter | February 2016 - February 2017
Served patrons in a fine-dining environment, continuously studied various dishes and wines offered to improve service.