Terry Roy | Software Developer

Available: July 2019 - December 2019 | **Contact**: theterryroy.com | terryr518@gmail.com | (845) 671-9161
Local: 5 Sachem St, Boston, MA 02120 | **Permanent:** 72 Havermill Rd, New City, NY 10956

EDUCATION

Northeastern University, Boston, MA	*Sept 2016 - Present*
Khoury College of Computer and Information Science	Expected June 2020

Candidate for a Bachelor of Science in Computer Science and a minor in Mathematics, GPA: 3.37/ 4.0

Related Courses: Object Oriented Design, Algorithms and Data, Networks and Distributed Systems, Human Computer Interaction, Programming Languages, Theory of Computation, Computer Systems, Fundamentals of Computer Science, Logic and Computation, Database Design
Activities: Alpha Phi Omega (Service Fraternity), Brazilian Jiu Jitsu, Various Intramural Sports**,** Guitar

WORK EXPERIENCE

Software Developer at Pison | *Boston, MA*   *July 2018 - Dec 2018*
- Developed software used in conjunction with the Pison device, a watch like wearable intended for hands free control through neuromuscular input
- Updated threshold classifier to include boxes and sliders for UI based threshold setting
- Built a Unity application to navigate through a pdf for a NASA Grant
- Created software demos including TV control, screen sharing, and health tracking for potential investors

Student Computer Assistant at Northeastern University | *Boston, MA*   *Jan 2017 - April 2018*
- Managed all the technology (computers, printers, etc.) in the Engineering Department
- Worked in groups to troubleshoot software and hardware difficulties experienced by students and faculty

PROJECTS (*theterryroy.com/projects*)

Party Planning App | *Human Computer Interaction, Boston, MA*   *Jan 2019 - Present*
- Designing an Android App for groups of people to efficiently gather everything needed for a party
- Incorporating user testing and psych evaluations for feedback to improve the application

Signal Plotter | *Pison, Boston, MA*   *July 2018 - Dec 2018*
- Plotted the neuromuscular data received from a Pison device and used the signal to classify activations or clicks which are performed by lifting a finger
- Displayed multiple plots simultaneously with the ability to go full screen into any plot and included UI based threshold settings by drawing boxes or moving sliders within a plot
- Built in Intellij using Kotlin and libGDX, used TCP to receive data from the device

Nasa Grant | *Pison, Boston, MA*   *July 2018 - Dec 2018*
- Incorporated hands free control of pdf instruction booklet on augmented reality glasses
- Implemented code for 10+ gestures to navigate through instructions, made in Unity using C#

QwikTix | *Database Design, Boston, MA*   *Jan 2018 - April 2018*
- Developed a program for users to order movie tickets or stream movies online
- Created a database of movie, user, and order data using phpMyAdmin and mySQL
- Wrote a Java program to query the database for user interaction

TECHNICAL SKILLS

Languages: Java, Kotlin, C#, C, Racket, SQL, Python, HTML, CSS
Tools: Intellij, Unity Game Engine, Android Studio, Visual Studio, GitHub, Gradle, LaTex