Terry Roy | Software Developer

Available: July 2019 - December 2019 | **Contact**: theterryroy.com | terryr518@gmail.com | (845) 671-9161
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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*
- Contributed to the tools which make the Pison device work, coded in Kotlin and built and published using Gradle
- Created software for Android, HoloLens, Android based augmented reality headsets, Windows; all controlled by the Pison device and many shown to potential investors
- Participated in weekly GitHub code reviews led by lead software developer to encourage discussion about good design

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 to learn how to improve the application
- Designated to contribute to the back end and front end of the application

Signal Plotter | *Pison, Boston, MA* *July 2018 - Dec 2018*
- Live visual plotting of integer data received from a TCP socket server connected via Bluetooth to a Pison device
- Displayed a specified grid of plots, each plot displaying a different set of data simultaneously
- Controlled device settings which are sent back to the server the device is connected to using JSON and TCP
- Required for Pison device to interact with other applications, critical to the use of the device
- Rebuilt from scratch using Kotlin and libGDX along with Gradle in Intellij

Nasa Grant | *Pison, Boston, MA* *July 2018 - Dec 2018*
- Incorporated hands-free navigation of pdf instruction booklet on Android based augmented reality glasses
- Interpreted integer quaternion data received via TCP as gestures; implemented code for 10+ gestures to navigate through instructions, made in Unity using C#
- Updated constantly via recurring feedback from former NASA developers

QwikTix | *Database Design, Boston, MA* *Jan 2018 - April 2018*
- 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, libGDX