Ian Vidal

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https://github.com/vidaliATWIT

Education:

Wentworth Institute of Technology | Boston, MA

Bachelor of Science in Computer Science, *summa cum laude*

Skills:

PROGRAMMING LANGUAGES: Python, C#, Java, Javascript, Go, C/C++, F#, SQL, HTML, and PHP
LIBRARIES: Angular, Node.js, Vue.js, .NET, Flask, Apache2, NGINX, JavaFX, Tkinter, NumPy, and Pandas
SOFTWARE: Visual Studio, Eclipse, PuTTY, Wireshark, Ableton Live, Blender, GIMP, and Unity
OPERATING SYSTEMS: Windows, Mac OS, Ubuntu, and CentOS
LANGUAGES: Fluent in Spanish

Relevant Experience:

Examity | Newton MA   August 2023 – December 2023

Full-Stack Development Intern
- Developed front-end components for bulk import microservice in Angular
- Built proof of concept BI web app using AWS Quicksight and Python/Flask
- Documented instructions and policies for setting up embedded Quicksight dashboard
- Performed QA on PII endpoints using SQL and Postman

Delsys | Natick MA   Jan 2022 – May 2022

Software Engineering Intern
- Built a remote automated framework in C# to speed up testing from 3-4 hours to a few seconds
- Created a series of bat script utilities for remote file transfer and program control
- Fixed sensor testing software after the company changed API
- Documented sensor testing code-base and created training files for new developers

Healthedge Software | Boston MA   May 2021 – August 2021

Application Support Intern
- Created Python script for file configuration reducing client update times from a week to 5 minutes
- Refreshed Linux-hosted databases for customer test environments
- Transferred support knowledge base from Confluence to ServiceNow, creating the standard format for article creation and importing

Projects:

Zone Zero First-Person Stealth Game | Summer 2023
- Implemented procedural map generation using DFS algorithm in Unity/C#
- Built stereophonic AI-triggered audio system by leveraging multithreading
- Created game manager class to serve as controller for MVC design pattern

Compugene Audio Looper | Spring 2023
- Programmed back-end modules for recording, editing and looping audio in Python
- Implemented a .exe callback system to leverage an open source audio decimation program
- Designed project using pipe-filter architecture and OOP paradigm

P2P Chat Application | Spring 2021
- Created a p2p chat application using the socket library in Python
- Implemented an RC4 key-based algorithm for encrypting messages
- Led team meetings, organized project timeline and deliverables
- Developed the GUI using the Tkinter library

Other Interests: Music Production, Game Dev, 3D Modelling, Writing, and Drawing | Music: Mellodrone