

NEIL P. CASEY
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Campus Address:

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Permanent Address:

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OBJECTIVE: To obtain an entry-level position in Software Engineering.

EDUCATION: **Bachelor of Science in Computer Science** anticipated May 2015
The Pennsylvania State University, University Park, Pennsylvania
Cumulative Major GPA: 3.06

EXPERIENCE: **Computer Science 101 Teaching Assistant - Penn State World Campus**
Presently

- Grading students' programming assignments.
- Tutoring students and helping them learn how to think computationally.

RELEVANT COURSES:

Intermediate Programming

- Created a side-scrolling platforming game similar to Super Mario using C++ and a GDK.

Computer Organization and Design

- Implemented high-level programming practices in assembly language.

Object Oriented Programming

- Studied and implemented advanced object-oriented design patterns using Java.

Operating Systems Programming

- Studied low-level system organization within a Unix-based environment and simulated several operating system services - such as thread schedulers and memory allocation schemes - implemented in C.

Data Structures and Algorithms

- Studied program time and space performances, and algorithm-optimization design techniques.

Software Design Techniques

- Worked on a semester-long project with Dr. Steven Shaffer and six fellow students.
- Created a local application written in Java that allows first-year computer science students to retrieve assignments, write C++ code, compile it, and test their results.
- Application communicates with server-side code written in PHP to store user information and submission status in a database managed with MySQL.

EXTRACURRICULAR ACTIVITIES:

Penn State ACM Club Member

Presently

- Meet with peers to discuss opportunities, networking, and programming techniques and applications.

LINKEDIN PROFILE: <https://www.linkedin.com/in/neilcasey74>