

# Neil Devine

(845)-283-6582 • nm31devi@siena.edu • [GitHub](#) • [HackerRank](#) • [LinkedIn](#)

---

## Education

**Siena College**, Loudonville, NY

B.S. Computer Science, May 2017

GPA: 3.89/4.0      Major GPA: 4.0/4.0

### Achievements:

- Placed 1<sup>st</sup> in Siena College's local programming competition: January 2016
- Earned 3 Medals on Hackerrank.com by competing in online coding competitions
- Placed 4<sup>th</sup> in the Spark Tank Product Idea Contest at Siena College: Fall 2014
- Participated in the Northeast Regional Preliminary of the ACM International Collegiate Programming Competition: Fall 2015

---

## Experience

*Software Engineering Intern – NYS Department of Health*

Present

- Write, implement, and test solutions to address security vulnerabilities within emergency preparedness applications
- Develop GIS (Geographic Information System) components to support tracking of the Zika virus in NYS
- Refactor and redesign legacy code to new systems implemented in Object-Oriented languages
- Participate in weekly meetings and discuss solutions to organizational problems alongside the development team

*Artificial Intelligence Researcher – SCIAI*

Summer 2016

- Research search techniques for complex information needs that are highly dependent on context and user interest
- Design and implement a query-less search algorithm to achieve more relevant results for a given context
- Achieved a 15% increase in Precision@5 metric score by developing a retrieval system for relevant attraction information
- Collaborate closely with other team members to compete with other research teams internationally (results pending)

*Project Management Intern – Office of Academic Community Engagement, Siena College*

Summer 2015

- Coordinated initiatives for Connect4Change, a capital region project management and corporate volunteerism service
- Organized and executed meetings and presentations with community partners and nonprofit organizations
- Acquired several new partnerships with nonprofit organizations within the capital region

---

## Projects

*Online IDE – Computer Science Capstone Project*

Present

- Develop a web-based IDE to allow professors to upload programming problems for students to solve by passing test cases
- Create support for multiple programming languages including: Java, C++, C, and Python

[Ticket to Ride – UK Edition](#)

Spring 2016

- Developed and designed a fully playable video game recreation of the [Ticket to Ride board game](#) – implemented in [Java](#)
- Designed and developed complete Swing-based GUIs for the title screen, main gameplay, and end screen
- Key features include: custom graphics, animations, and sound effects, drag and drop support, and multiplayer support
- Final project for Object Oriented Design and Programming Principles – Grade received: 125%

---

## Technical Skills

**Languages / Frameworks (Proficient):** Java, C++, HTML5, CSS, JavaScript/JQuery, PHP, Python, SQL

**Languages / Frameworks (Experience):** C, C#, .NET, Haskell

**Operating Systems:** Windows, Linux (Ubuntu, Fedora, and Knoppix distributions) and UNIX (Bash) Operating Systems

---

## Volunteer & Extracurricular Activities

*Management Principles Project, Siena College*

Fall 2014

- Led a group of students by planning and holding meetings, designating positions, and assessing risks
- Raised over \$300 in donations for Interfaith Partnership for the Homeless by selling pledges as a team