Paul B. Brouillette

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Objective

Highly motivated computer science graduate looking for an entry level full time software engineering position that will challenge me to think outside the box and put all my skills to the test. I offer a variety of technical and interpersonal skills that I have learned from schooling and taught myself through interest and am looking for a company where I can utilize them.

Education

Siena College | Loudonville, NY   *September 2020 – May 2023*
Bachelor of Science in Computer Science, GPA 3.84

Skills

Programming: Java, C#, HTML, CSS, JavaScript, Python, SQL, PHP
Platforms: Windows
Software: Unity, Visual Studio, Gamemaker: Studio, Git, GitHub
Professional Organizations: Association for Computing Machinery, Upsilon Pi Epsilon
Communication: Agile methodologies, presentations (large and small audiences)
Languages: English (fluent)

Experience

Siena College | Loudonville, NY   *May – July 2022*
Summer Intern
● Collaborated with a Siena College Computer Science professor and three other students to develop a Natural Language Processing (NLP) model for the Text REtrieval Conference (TREC) hosted by the National Institute of Standards and Technology
● Developed and maintained the query rewriting and query expansion aspects of our NLP model, performing up to 100 query rewrites per day
● Acquired new expertise in Python, PyTorch, machine learning transformers, NLP, and professional programming practices in a team setting

Siena College | Loudonville, NY   *October 2022 – April 2023*
Student Consultant
● Delivered prompt and effective technical desktop support to students and alumni, including resolving technical problems such as password resets and printer maintenance
● Provided additional general technological support in the form of testing and repairing devices to ensure they work and setting up hardware equipment for classrooms and events
● Demonstrated strong analytical and problem-solving skills, consistently achieving virtually 100% satisfaction from students and alumni of Siena College

Siena College | Loudonville, NY   *February 2023 – April 2023*
Career Readiness Faculty Initiative Student Ambassador
● Collaborated with 11 Siena College faculty to infuse employability skills to students
● Strategized the implementation of the 8 NACE Competencies into the curriculum to help students achieve higher employability and professional success
● Leveraged my perspective as a student to contribute to the ongoing evolution and growth of Siena College's educational mission

Projects

Anachromania   *July 2022 - Present*
● Utilizing learned software development skills in GameMaker: Studio by working on a personal project
● Exhibiting expertise in state machines, scripting, code profiling, independent programming and software optimization to create efficient and optimized game mechanics.

Siena College AR Self Guided Touring App   *September 2022 - Present*
Development Team/Liaison
● Recommended work on the AR Touring App, an ongoing project for Siena College's capstone computer science class
● Strengthened skills of programming through scripting via C# in the Unity Engine, as well as augmented reality through Vuforia
● Will assist next year's student team as a liaison due to my complex understanding of the project and willingness to help them develop