HUNTER VACCARO

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EDUCATION

University of Virginia, Charlottesville, VA — August 2018 – May 2022
Bachelor of Science, Computer Science and Mathematics
Cumulative GPA: 3.65/4.0

* Honors: Dean's List 2019.
* Relevant courses: Algorithms, Program and Data Representation, Mobile Application Development, Machine Learning, Computer Architecture, Theory of Computation, Ordinary Differential Equations, Discrete Mathematics, Linear Algebra, Advanced Software Development, Databases Systems, Operating Systems, Cloud Computing

PROJECTS

Online Multiplayer Chess, Java — March 2021 – April 2021
Chess project developed using Java swing to allow players to face against one another through an online server.

* Developed UML diagrams to better organize and plan out the course of the project
* Implemented a network system to allow online playing capabilities with the use of Java's server and socket libraries
* Constructed graphical board layouts and pieces for user interaction along with functionality following the rules of Chess

Online Scribbl.io, Python — March 2021 – April 2021
A popular game project where players compete in challenging drawing and guessing rounds to achieve the most points.

* Constructed a network system for users to join game rooms and play in real time with the use of Python socket and threads
* Deployed visual board for users to draw designated words on through the use of Python pygame
* Built a leaderboard system that would designate specific amounts of points to each player through calculations relating to speed and accuracy of their guesses

Maze Dash, JavaScript, HTML, CSS, Matter.js — May 2020 – July 2020
A personal project that gets users to escape from an auto-generated maze using libraries within JavaScript.

* Designed the maze using the Matter.js library to reproduce user movements, shapes, screens, and walls
* Implemented a backtracking algorithm to develop unique maze structures for users to play around

Movie Brawl, JavaScript, HTML, CSS — May 2020 – June 2020
A personal project that displays statistical data between different popular movies ranging from awards to metascores.

* Refactored the autocomplete search engine to work with a multitude of APIs in order to implement it within other projects
* Utilized Open Movie Database API to obtain data relating to movies and display the data in an understandable manner

Smart Life, Figma, Invision — August 2019 – January 2020
A UX project enhancing the productivity of college students through efficient and organized allocation of data for users to visualize.

* Created custom-tailored features which convey a personalized application for users through partnership with University of Virginia's UX librarian
* Surveyed current and potential drawbacks in software ideas through analysis of user centered testing and design refinements

EXPERIENCE

Software Engineer Intern, Capital One — June 2021 – August 2021
Incoming software engineer at Capital One

Research Assistant, UVa — May 2020 – August 2020
A research assistant in a team of five members to uncover findings about social media platforms, and its effects on rate of spread of COVID-19.

* Gathered data relating to posts and uploads about coronavirus through access of Twitter, Reddit, and Instagram APIs
* Employed data into mathematical models to visualize trends between coronavirus growth in US and social media postings

EXTRACURRICULAR ACTIVITIES

International Collegiate Programming Contest, ICPC — August 2018 – present
An algorithmic programming club where university students compete in teams against other universities to solve coding challenges.

* Directed a team of three through several practices and coding competitions against neighboring universities in Virginia

SKILLS

C/C++ | Java | Python | Java Script | React.JS | PHP | HTML5 | CSS | UNIX | Node.JS | React Native | Bootstrap | MySQL