

JACK WILLIS

COMPUTER SCIENCE
STUDENT

SKILLS

Languages & Frameworks:
Solidity, Java, React,
JavaScript, C++

Tools: GitHub, JIRA,
PowerShell, Ubuntu, Taiga

CONTACT

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RELEVANT COURSEWORK

Software Implementation
Discussed agile methodologies, code testing, and code implementation practices. Completed a eight week long team project using the MERN stack.

Analysis of Algorithms
Covered techniques like divide & conquer, searching, sorting, graph algorithms, and complexity analysis.

Computer Graphics
Four large graphics projects in C++ and OpenGL. Culminated in a final project including techniques like: animation, lighting, color picking and particle systems.



EXPERIENCE

- 2022** RESEARCH ASSISTANT
Syracuse University | June 2022 - Current
- Conducted various laboratory experiments involving solidity smart contracts & blockchain
 - Created a solidity programming lab based on arbitrage protection in decentralized exchanges for future students
- 2022** SYSTEMS NETWORKING AND PROGRAMMING GRADER
Syracuse University | January 2022 - May 2022
- Graded students programming assignments and exams
 - Edited answer keys for programming assignments written
- 2021** CRYPTOECONOMICS RESEARCH INTERN
1Cademy | October 2021 - March 2022
- Performed collaborative research and contributed to 1Cademy's data organization system
 - Presented findings on various topics including: Ethereum, Web 3.0 and dapps
- 2021** FRONTEND DEVELOPMENT INTERN
EIS Group | June 2021 - August 2021
- Applied *agile* development practices to maintain and build new insurance software products
 - Debugged existing *React* and *TypeScript* frontend
 - Learned version control through *GitLab* and project management with *JIRA*



EDUCATION

BACHELOR OF SCIENCE, MAJOR IN COMPUTER SCIENCE,
MINOR IN MATHEMATICS
Syracuse University | Expected Graduation 2023 | GPA: 3.5



PROJECTS

- 2022** TIME VAULT
Stack: NextJS, Hardhat, Solidity, Moralis
- Web 3.0 timer based vault dapp used to lock away ether in case of emergency
 - Used react-moralis and hardhat to connect my smart contract to a frontend and the browser
- 2022** CHESS GAME
Stack: C++, OpenGL
- Created a graphics demo centered around the game of chess
 - Used animation, lighting, varying perspectives and color picking
- 2022** HUNGRY: FOOD SUGGESTION APP
Stack: MongoDB, Express, React, Node
- Developed a *CRUD* application following agile practices with a team of students that helped users decide what to eat
 - Created frontend *React* components to be used for the application
 - Designed the frontend in Lucidchart and worked on the *use case diagram* for the app