

# DeAngelo Wilson

Software Engineer

## Personal Info

### Located

Chicago, Illinois

### Phone

630-248-5285

### E-mail

deangelo76er@sbcglobal.net

### Portfolio

<https://itsdlow.github.io>

## Languages

C++: 2+ years experience

Java: 4+ years experience

Python

C

Swift

Perl

SQL

Scala

## Skills

Git, Eclipse, Visual Studio, Xcode,  
Design Patterns, OOP, SPSS,  
Bash, JavaFX, Unit testing,  
J-Unit, Oracle, MySQL, UML,  
VirtualBox, HTML, php, YAML,  
Liquid, WordPress, Unity,  
C#, Ruby, Doxygen,  
Multithreading, Linear Algebra

## Education

### DePaul University

2020 - Bachelor of Science in Computer Science: Software Development  
Cumulative GPA: 3.58

Expected: Spring 2022

2022 - Master of Science in Software Engineering: Real-Time Game Systems

## Experience

### DePaul University

May 2019 - Present

Research Assistant

- Actively researched in bioinformatics, specifically the field computational phylogenetics. Once joining the research i quickly learned background concepts relating to the subject in order to understand the current state of the research.
- Developing a swiss army knife phylogenetic inference and analysis software tool, written from scartch in C++, which is called 'PhyloTools'.
- In August 2020, was accepted to submit a paper and presentation about the phylogeny construction method based on the Normalized Compression Distance to IEEE BIBM 2020 Workshop on High Performance Computing on Bioinformatics.
- A member of DePaul's Computational Biology and Applied Bioinformatics (CoBaAB) Lab. Involved in numerous relating projects including the development of a lab website, server administration, and consistent research discussions.

### DePaul University

Sept 2020 - Present

Graduate Assistant - Tutor

- I have tutored students at various skill levels and in numerous subjects as a tutor for DePaul University's School of Computing. Some of the course subjects include:
  - Python, Java, discrete math, computer systems, C, C++, multithreading, database systems, unit testing, algorithms O( )

### Allstate

Summer 2017

Sales Intern and Telemarketer

- Communicated respectfully and adequately with co-workers and customers.
- Completed tasks diligently and on time.

## Projects

### Audio Engine

2020 Graduate Project

- Created an audio engine, by developing a layer of abstraction on top of the Windows XAudio2 API, written in C++. This audio engine API managed memory resources, while giving the ability to effortlessly manipulate loaded .wav sounds
- Implemented a multithreaded system, communicating through an Actor model design along with a handle system for resource protection.
- Developed a simple, expandable interface, for use by game programmers.

### Tetris - GDSD

2020 Graduate Project

- A leader in a globally distributed software development (GDSD) partitioning project to develop a Tetris game.

### Zombie Survivor AI

2020 Graduate Project

- Developed artificial intelligence for a group of 4 survivors in a zombie wave survivor game written in C# using the Unity game engine.
- Implemented complex, independent decision trees for each survivor along with Points of Visibility ontop of Unity's NavMesh system enabling my A\* pathfinding

### Atari Centipede

2019 Undergraduate Project

- Created a remake of Atari's Centipede game written in C++.
- Implemented numerous design patterns throughout the project including:
  - strategy, singleton, command, finite state machine, flyweight, factory