DeAngelo Wilson

Software Engineer

Personal Info

Located
Chicago, Illinois
Phone
630-248-5285
E-mail
itsdeangelowilson@gmail.com
Portfolio
https://itsdlow.github.io

Languages

C++: 3+ years experience

C#: 4+ years experience

Python

C

Swift

Java

Perl

Skills

Git, Eclipse, Visual Studio, Xcode, Design Patterns, OOP, Bash, JavaFX, Unit testing, J-Unit, Oracle, MySQL, UML, VirtualBox, HTML, php, YAML, Liquid, Unity, Scala, Ruby, Multithreading, Linear Algebra, DirectX, OpenGL, Agile

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.**
- **Developing phylogenetic inference and analysis software tool, 'PhyloTools', written in C++, which integrates numerous 3rd party software and streamlines analysis.**
- **Co-authored a paper about phylogeny construction methods accepted into IEEE BIBM 2020 Workshop on High Performance Computing on Bioinformatics.**
- **A member of DePaul's Computational Biology and Applied Bioinformatics Lab. Involved in numerous relating projects including the development of a lab website, server administration, consistent research discussions, and the development of DePaul's bioinformatics program.**

DePaul University — *Sept 2020 - Present*

Graduate Assistant - Tutor

- **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( )**

Western Digital — *Summer 2021*

RAMP Intern - Software Engineer

- **Worked with internal tools for device level directed testing on the Servo Tools Development team.**
- **Enabled Python compatibility with a COM server, improving data-type handling time by 3500%.**

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 API, for use by game programmers.**

Tetris - GDSD — *2020 Graduate Project*

- **Co-lead a globally distributed software development (GDSD) partitioning project, to develop a recreation of the game Tetris.**

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 on top of Unity's NavMesh system enabling A* pathfinding**

Render Engine — *2021 Graduate Project*

- **Created a graphics API layer abstraction on top of DirectX11, written in C++.**
- **Established a foundation in graphics programming, by demonstrating and providing an API for numerous, basic rendering techniques.**