

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
Cummulative 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 scratch 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()

Western Digital

Summer 2021

RAMP Intern - Software Engineer

- An intern on the Worldwide Servo Technology & Development/Servo Tools Development team, working with internal tools for device level directed testing.

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

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.