

James Cullen

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Education

Northeastern University, Boston, MA: September 2019 - May 2023

Khoury College of Computer Science

GPA: 3.71/4.0

Candidate for a Bachelor of Science in Computer Science

Related Courses: Mathematics of Data Models, Object Oriented Design, Algorithms and Data, Discrete Structures, Computing and Social Issues, Computer Systems, Cybersecurity, Foundations of Data Science, Artificial Intelligence, Fundamentals of Software Engineering

Activities: Northeastern Ultimate Frisbee, Northeastern Skateboarders,

Computer Knowledge

Technical Skills:

Proficient:	R, Java, C#, Swift, SQL, C, TypeScript, React, RISC V, Swift, C++, Python - Scikit-learn, TensorFlow, Pandas, Numpy, OpenCV, Git, Linux, Windows
Learning:	Visual Basic, Javascript, HTML, MIPS, C

Experience

Cerevel Therapeutics - Data Science Co-op January 2022 - July 2022

- Created Dashboards using R-Shiny to visualize pharmaceutical data
- Participated in all stages of development for data analysis tools
- Participated in routine code reviews and performance evaluations throughout each stage of development
- Created internal R libraries and example code for future code development
- Presented code and work to a board of stakeholders within Cerevel for approval

Bose Corporation - iOS Engineer Co-op January 2021 - July 2021

- Contributed to and maintained code on the Bose Music iOS application
- Integrated new Bose products and fixed existing bugs ranging from UI to bluetooth connectivity
- Worked on a solo project where I created original code and UI
- Was part of an engineering team and worked in an agile development environment

Kapco Metal Fabrication - IT Intern August 2018 - August 2019

- Worked as the IT intern and coded windows applications while updating existing legacy code
- Coded applications which were utilized on a fabrication floor for the storage of metal
- Repaired employee laptops and managed helpdesk tasks with a team of IT employees
- Interacted with SQL databases to interpret and manipulate product data

Projects

Footsies Enemy AI (Using Unity 5 and C#) October 2022 - December 2022

Implemented an AI in the Footsies game on Steam using Monte-Carlo Tree Search

- Implemented Tree Search to improve the enemy AI, allowing it to learn from its mistakes

Covey.Town Meeting Scheduler (Using Typescript, Javascript, and React) September 2022 - December 2022

Worked in a group for the CS4530 class at Northeastern, code upon request

- Updated the Covey.Town codebase to include Meeting functionality
- Leveraged multiple third party typescript libraries to refresh the existing Covey.Town UI

Interests

Skateboarding, Soccer, Live Music, Weightlifting, Travel, and Ultimate Frisbee