David Van Hise

Boston, MA; Hoboken, NJ | (617) 402-5706 | dhvanhise@gmail.com

EDUCATION

Stevens Institute of Technology | Hoboken, NJ   *Class of 2025*
- ❖ Bachelor of Science, Computer Science; Minor, Music and Technology

Select Coursework: Object-Oriented Design, Concurrent Prog., Operating Systems, Theory of Computation, Machine Learning, Database Systems, Compiler Design, Cloud Computing, Web Development, A.I., Quantum Comp.

Honors: Edwin A. Stevens Scholarship; GPA of 3.2

Boston Latin School | Boston, MA   *Class of 2021*

SKILLS

Programming: C#, Lua, Java, Jenkins, C, OCaml, Groovy, C++, Racket, Python, JavaScript
Software: Unix/Linux; Office & Google Suites; Visual Studio 2022 & VS Code; PICO-8; GitHub & Git
Research: Completed multiple research projects into the humanities of tech and game design
Game Design: Published projects, experience in both working alone and leading a small group
Personal: Strong leadership qualities and interpersonal skills, Eagle Scout

EMPLOYMENT & VOLUNTEER EXPERIENCE

Cloud Deployment Engineer Intern | Pegasystems   *Summer 2024*
- ❖ Facilitated updates to Pega's cloud platform offering, including both new features and bugfixes
- ❖ Implemented and verified hotfixes according to clients' needs
- ❖ Collaborated in an Agile development team using Scrum methodologies to deliver biweekly sprints

Lead Instructor | Empow Studios   *Summers 2022 & 2023*
- ❖ Taught students between 2nd and 8th grade concepts in STEM, programming and design
- ❖ Technologies covered: TinkerCAD, SculptGL, Minecraft Modding with Java, Roblox Studio with Lua, Python

Software Engineer Intern | State Street Charles River   *Summer 2021*
- ❖ Used Microsoft Excel for financial data transfer between systems, data analysis for errors
- ❖ Results: conflicts and discrepancies between the two data systems were resolved

EXTRACURRICULAR ACTIVITIES

Game Development | Programmer, Designer, Project Lead   *Apr. 2021 - Present*
- ❖ Experience in working both alone and leading a small team in game development
- ❖ Completed several **Game Jams**, game development "hackathons" with severe time limitations

Stevens Trivia Club | Vice President, Question Writer   *Apr. 2023 - Present*

Stevens Concert Band, Stevens Orchestra | Principal Flautist   *Aug. 2021 - Present*

Event Organization | CelesteCommunity   *Jul. 2021 - Present*
- ❖ Organize, Lead, & Commentate tournaments and showcases for the official *Celeste* community
- ❖ One CelesteCommunity event was showcased on the GDQ Hotfix, a large charity event

Boy Scouts | Leadership Team   *Apr. 2014 - Jun. 2021*
- ❖ Eagle Scout (2021); Senior Patrol Leader (2018 - 2019); Leadership Team (2019-2021)

PERSONAL PROJECTS

Game Development
- ❖ Game Jam participation: Stevens Game Jam Q & O, Ludum Dare 48 - 55, GMTK Game Jam 2022 - 2024
- ❖ Current Senior Design project
- ❖ Followed design principles in Lua and C#, with PICO-8, Love2D, and MonoGame