



NORTHERN
ARIZONA
UNIVERSITY

School of Informatics, Computing & Cyber Systems

Team Inventory

Serpent Studios

October 7, 2022

Sponsor:

Dr. Patrick Kelley

Mentor:

Italo Santos

Team Members:

David Hermann

Johnathan Ray

Tyler Morales

Nick Shugrue

Nickolas Maxwell

Overview: This document introduces the members of the team, providing an outline of each member's training, skills, and relevant experience.

Johnathan Ray, Computer Science, Glendale, AZ



EDUCATION

- Brophy College Preparatory (GPA: 3.825)
- Northern Arizona University
 - CS460 - Computer Networks
 - CS345 - Principles of Database Systems
 - MAT316 - Introduction to Linear Algebra

WORK EXPERIENCE

- **Northern Arizona University PMI**, *Intern*, 1 Week — Wrote Python and C++ scripts for PepSIRF, an open source command line, module-based program used by bioinformaticians.
- **Northern Arizona University SICCS**, *Data Analysis Student Worker*, 5 Months — wrote Python scripts that analyzed and visualized the grades of students in certain engineering classes.
- **Northern Arizona University SICCS**, *CS Teacher Assistant*, 2 Years— Provided detailed feedback to CS136 and CS249 students on programming assignments related to object-oriented programming and data structures.

SKILLS

- Programming Languages:
 - C, C++, C#
 - Python
 - Java
 - HTML, CSS, JavaScript
- Experience using Unity/Unreal Engine 4
- Strong understanding of data structures and object-oriented programming
- Basic understanding of computer network concepts

OTHER INTERESTS

I have been passionate about video game development since I was in middle school, so much so that I am pursuing my degree in computer science to develop a career in the video game industry.

Nick Shugrue, Applied Computer Science, Phoenix, AZ



EDUCATION

- Desert Vista High School GPA 3.85
- Northern Arizona University
 - STA445 - Data Wrangling and Exploration In R

WORK EXPERIENCE

- **Axis Technology**, *Warehouse Associate*, 3 Months June-August 2020, Assembled/Disassembled CMP tools, CMP maintenance
- **Axis Technology**, *Software Engineer*, Since 2021-Present, Developed GUI for CMP tool, Ran test and worked on tools. Currently debugging and overhauling GUI.

SKILLS

- UI design
- Programming Language Experience:
 - Python
 - Java
 - C, C#
 - Xaml
 - Ladder Logic
 - HTTP
 - CSS
 - JavaScript

OTHER INTERESTS

Yo I'm Nick. I like to play guitar, make music and play shows with my band. Working out and being active are some other things I'm into.

David Hermann, Computer Science



EDUCATION

- Louisiana School for Math, Science, and the Arts
- Northern Arizona University
 - CS386 - Software Engineering
 - MAT316 - Introduction to Linear Algebra
 - STA445 - Data Wrangling and Exploration in R
 - EGR333W - Technology and Society

WORK EXPERIENCE

- **Northern Arizona University**, *Full-Time Student*, 2019 - Present
Full time student at Northern Arizona University pursuing a Bachelor's of Science in Computer Science and a minor in Mathematics

SKILLS

- Programming languages: C/C++, Java, Python, R
- Trained in the full coding process including inception, implementation, debugging, and documentation both solo and in a team environment
- Experience working with a team using Agile software development principles
- Experience with version control using Git/GitHub
- Proficient at documentation of code, plain language write-ups
- Proficient in Calculus, Linear Algebra, and Discrete Mathematics

OTHER INTERESTS

In my free time, I enjoy video game development, archery, skateboarding, and skiing. I am passionate about educating people outside the tech industry on computer security and privacy practices. This project in particular caught my eye since I am also a science fiction genre buff and enjoy playing games - both through digital and physical media.

Tyler Morales, Computer Science, Las Vegas, NV



EDUCATION

- West Career and Technical Academy (GPA 3.125)
- Northern Arizona University
 - CS480 - Operating Systems
 - CS440 - Software Architecture
 - CS460 - Computer Networks

WORK EXPERIENCE

- **Poggemeyer Design Group Inc**, *IT Intern*, 3 Months — Responsible for maintaining, updating, and keeping inventory of office technology and equipment
- **Valvoline Instant Oil Change**, *Sr. Technician*, 11 Months — Worked in a team to maintenance and service vehicles, greeted and interacted with guests and customers, trained and managed team members, resolved employee and customer disputes

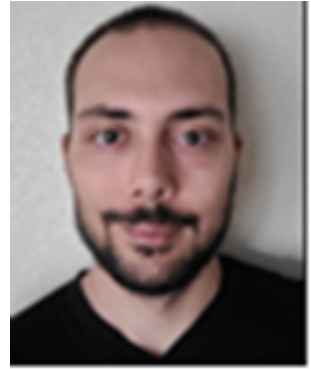
SKILLS

- Significant experience with project and team management
- Proficiency in both HTML and CSS
- Familiarity with shell scripting, version control, and cloud computing/remote services
- Programming Languages:
 - Java
 - C/C++
 - Python

OTHER INTERESTS

I've been playing video games since I was eight years old, and gaming is still my main hobby. My decision to study CS in college was actually because of my interest in video games, and I've always wanted the opportunity to work on one. I've also been watching anime for about ten years, and I've been studying Japanese off and on for about 3 years. I'm planning on traveling to Japan sometime next year after I graduate.

Nick Maxwell, Computer Science, Silver Lake, WA



EDUCATION

- Desert Vista High School
- Mesa Community College
- Northern Arizona University
 - CS413 - Virtual Worlds
 - CS460 - Computer Network

WORK EXPERIENCE

- **Pizza Hut**, *Restaurant General Manager*, 2005-2019 — Inventory Management, Scheduling, Payroll, Production, Marketing/Sales, Interviewing/Hiring, training, maintenance.

SKILLS

- Team / Crew Leadership
- Circuit design/ analysis
- Basic programming skills
 - Java
 - C, C++, C#
 - Python
 - MYSQL
 - HTTP
 - CSS
 - JavaScript
 - Assembly language
 - System Verilog/ VHDL
- Familiarity with Unity/Unreal
- Restaurant Operations
- Management

OTHER INTERESTS

I have always had a strong interest in game design. I feel there is a lot of potential for art and storytelling when making games. I am also interested in security related topics.

