Klaus Cipi

https://github.com/klaus95

Email : klauscipi@gmail.com
Mobile : +1 (774) 329-1220

PROGRAMMING SKILLS

- **Languages**: Java, C++, C, C#, Python, x86 Assembly, SQL, HTML, CSS, JavaScript, Ada, and Swift.
- **Tools**: MS Visual Studio, Xcode, MySQL Workbench, Git, Eclipse, IntelliJ IDEA, Unity, and Photoshop.
- **Concepts**: Object-Oriented Programming, Sockets, Threads, GUI, Network Programming (TCP/UDP).

EDUCATION

- **Florida Institute of Technology**   Melbourne, FL
  Bachelor of Science in Computer Science with honors: Summa Cum Laude (GPA: 3.97 / 4.00)   May 2019

EXPERIENCE

- **Florida Institute of Technology, Melbourne, Florida**   Aug 2015 - May 2019

  College of Engineering and Sciences - *Student System Administrator*   Feb 2019 - May 2019
  - DigitalSign Project: Configured a Raspberry Pi 3 Model B+ to work as a digital sign for the Department of Computer Science at Florida Tech. Developed Python scripts to automate the process of uploading, previewing, and updating the content of the digital sign by faculty members.

  Java API for Unifying Ad-Hoc WIFI Networking - *Software Engineer*   Aug 2018 - May 2019
  - Created and implemented a set of scripts written in Swift to create, maintain, customize, connect, and disconnect an Ad-hoc wifi network in MacOS and a set of Java wrappers for the scripts.
  - Implemented a Java factory class to automatically detect different operating systems and provided custom exceptions for the API to document problems that arose during the execution of the program
  - Designed and developed a Java abstract class to unify the API's interface across Windows, MacOS, and Linux.
  - Built a demo application to demonstrate API's features at the Florida Tech Senior Design Showcase.
  - Created API's website in HTML and CSS. API is available at https://adhocapi.com.

  Online Gaming Store Database - *Software Engineer*   Nov 2018 - Dec 2018
  - Designed, developed, tested, and implemented a relational database in mySQL for a fictional online gaming store
  - Developed a Java program to populate the database with test data acquired from REST APIs in JSON format.

  Gossip P2P System - *Software Engineer Team Lead*   Feb 2018 - April 2018
  - Developed a concurrent server and client application in C/C++ that served as a simplified Gossip P2P System.
  - Standardized the communication between the server and client by encoding messages in ASN1 DER encoding format and successfully managed to add support for both TCP and UDP.
  - Tested thoroughly the system using shell scripts and telnet, Sock, and NC tools.
  - Awarded extra credit due to discovery of a bug in one of the libraries provided by the professor.

- **IDEA - TEL SH.P.K., Tirane, Albania**   May 2018 - Aug 2018

  Real Time Performance Monitoring Application - *Software Engineer*
  - Designed and developed a Java GUI application utilized by Albanian Naval Force to visualize, manage, and display military devices' status, location, and live working condition on a map. Application features multi-threading for live updates, relational database in SQL, and a modern GUI with drag-and-drop functionality and customizable maps.
  - Acquired advanced knowledge for development of GUI Java applications in Intellij IDEA.

PROJECTS

- **Battle of Runners**: A 3D multiplayer runner game developed in C# using Unity.
- **AI Agent Plays Space Invaders**: A First Order Logic AI Agent in Python that plays Space Invaders.
- **MD4 Digest**: MD4 Digest algorithm implemented in x86 Assembly using Microsoft Visual Studio.
- **Hieroglyphs Decryption**: Application for categorizing hieroglyphs using a flood-fill algorithm developed in Ada.

ACHIEVEMENTS

- **Awarded 3 times Distinguished Student Scholar by Florida Tech**   May 2017, 2018, 2019
- **Elected member of Upsilon Pi Epsilon Computing Honor Society**   August 2017