



<https://dapirra.github.io>

Contact Info:

Email: dapirra@outlook.com

Cell: [\(631\) 617-7802](tel:(631)617-7802)

Education:

Bachelor's Degree in
Computer Science from
St. Joseph's College.
Cumulative GPA: 3.57

Associate's Degree in
Computer Science from
Suffolk County
Community College (sccc)
Major GPA: 4.0
Cumulative GPA: 3.5

Skills:

HTML5, CSS3, JavaScript,
Angular, SCSS, Typescript,
jQuery, JSON, XML, Python,
Java, Kotlin, Android, Swift,
C#, PHP, MySQL, SQLite,
PL/SQL, Selenium, LessCSS,
Markdown, LaTeX, AutoIt,
AutoHotkey, MIPS Assembly,
Linux, Git, PowerShell, Bash,
Netbeans, Eclipse, IntelliJ,
PyCharm, Sublime Text,
Visual Studio Pro, VS Code,
Tampermonkey, Userscript,
CoffeeScript, VirtualBox, Jira,
Windows, Regex, Jenkins,
Word, PowerPoint, Excel.

Referral: Dr. Ben Chen:
Chair of Computer Science at
Suffolk Community College.
chenb@sunysuffolk.edu
[\(631\) 451-4983](tel:(631)451-4983)

David Pirraglia

Employment:

Netsmart | Software Engineer | May 2021 - Present

While at Netsmart, I worked in a team fixing many defects and creating new features for myAvatar NX on both the frontend and middleware. I have a great attention to detail and was able to discover many defects; as well as many css style leaks. Accomplishments include finding ways decrease the build time, figuring out how we can debug on production environments, and discovering major performance problems.

Suffolk Community College | Computer Science Tutor

Helped students with any programming challenge or computer science concept they were struggling with. It was a very fulfilling job being able to help them understand.

Projects:

Multitasking in Git: This is a script/git strategy I invented that allows me to have the code from all the tickets I'm working on merged together and separate for PRs at the same time; while also able easily update to the latest development code.

Node Suspender: Utility I created to pause/resume Angular watching for changes when modifying multiple files at once.

Flashcards: I collaborated with a group of students and was a major contributor in the creation of this Android application.

PackPackMonsters: I led a team of students in the creation of this Pokémon clone Android game.

JAdvise: Mock Java program designed for an advisor to enter student information which is stored on a MySQL server.

Edge Only Paint.NET Plugin: Created with C# to remove the inner portion of an image, leaving only an outline remaining.

iPhone Memory Game: Simple card matching memory game.

CPU and Memory Algorithm Simulators: Web applications that I created to demonstrate different algorithms.

Monitor Off: Utility to turn off a computer screen when ran.

Minesweeper: Game made using MIPS Assembly Language.

Tic Tac Toe: Game made using Angular that's also a PWA.

Suffolk Sign-in Program: This was a convenient Java program for students who came to my tutoring sessions to sign in/out.