

# Adam Binder

## Web Developer

Eager, energetic and hard-working problem-solver who will bring strong creative energy to the most challenging web development projects. Well-versed in a wide array of development platforms and adaptable to others. Works well as part of diverse, tight-knit teams but independent enough to take the initiative.



adam@adambinder.nyc



(718) 357-8468



Queens, New York



www.adambinder.nyc



linkedin.com/in/AdamMBinder



github.com/AdamMBinder

## TECHNICAL SKILLS

### Languages

Java, C++, C#, Python, HTML, CSS3, JavaScript, TSQL, PostgreSQL, Common Lisp

### Technologies

Git/GitHub, Bitbucket, Trello, Android Studio, Unity, Bootstrap, React, Node.js, MongoDB, Google Cloud, Auth0, Heroku

## CERTIFICATIONS

AWS Academy Cloud Foundations (10/2019)

iQ4 Cybersecurity Internship (12/2019)

## ACHIEVEMENTS

Winner - Hack Brooklyn Accessibility in Tech (03/2020)

Dean's List (08/2019 – 05/2020)

## INTERESTS

Film

Writing

Reading

Web Design

Hackathons

Travel

## EDUCATION

### Bachelor of Arts, Computer Science (Minor, Psychology) Queens College, City University of New York (CUNY)

08/2016 – 05/2020

Queens, NY

#### Courses

- Java Programming
- C++ Programming
- Data Structures in C++, Java, and Python
- Computer Architecture
- Software Engineering
- Principles of Programming
- Internet and Web Technologies
- Database Systems
- Image Processing
- Design and Analysis of Algorithms

## PROJECTS

### Discovery Bot – Hack Brooklyn Accessibility Winner Presented by Google (03/2020) [↗](#)

- Created an accessibility chatbot for the social platform Discord that provides image-to-text descriptions for users who are visually impaired.
- Developed using JavaScript utilizing the Google Cloud Vision API for image processing and recognition along with the Discord API to connect to the chat platform.
- Automatically identifies, creates alternative text, and produce transcriptions for images that users send.

### UR Code – Stony Brook University Hack@CEWIT 2020 (02/2020) [↗](#)

- Built a facial recognition application designed for web and mobile platforms with a team of three in a 48-hour time span.
- Designed a website using HTML, CSS, JavaScript, and Bootstrap, as well as utilizing the Kairos Facial Recognition API to track and store facial encodings. Additionally, developed an associated mobile application using Android Studio in Java.
- The platform scans and recognizes faces stored on a local database and then unlocks user-created notes for the associated face.

### Shuttle Trouble – Playcrafting + Microsoft Global Game Jam (01/2020) [↗](#)

- Created a 2D Role-Playing Game utilizing Unity Game Engine in C#.
- Collaborated with a group of four other developers to produce a game within a 48-hour window on the given theme of repair.
- Implemented collision detection using the Unity scripting language and helped co-developed the combat mechanics.

### Search and Reporting Application (12/2019) [↗](#)

- Developed a website using React and Node.js that housed a custom search engine developed from scratch and deployed the application on Heroku.
- Implemented a web scraper that scrapes web site data from a URL and saves it into a MongoDB database.
- Created a feature within the web crawler that finds pertinent links and scrapes its data as well.
- Utilized Google Search API to compare search results from the custom search engine to Google's own results.

### Airline Reservation Simulator (11/2019) [↗](#)

- Created an airline reservation system GUI utilizing Java Swing that saves user data into a database.
- Built an Airline Search Engine that allows customers to search the database for flights, airlines, and arrival/departure times.
- Implemented an airline administrator account feature that allows privileged accounts the ability to add, edit, and cancel flights or customer data.

### Sorting Algorithms Analysis (07/2019) [↗](#)

- Implemented ten classical sorting algorithms using Java that sorted randomly generated arrays of various sizes of 10 – 100,000 elements.
- Kept track of each algorithm's clock time to analyze the speed and operations required it took to sort the arrays.
- Compared the runtimes and time complexity of each algorithm to predict which implementations would best be suited for different sized data structures.

## ORGANIZATIONS

CUNY Startups – CUNY Hackathon Student Committee, Baruch College, NY (01/2020 – Present)

• Involved in the organization and planning of upcoming 2020 Hackathon events with estimated turnout of 1,000+ participants.

QC Game Development Club, Queens College, NY (09/2019 – 05/2020)