

Anthony Pasquariello

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Education

Boston University, College of Engineering

Graduation: May 2018

Major: Computer Engineering

Concentration: Technology Innovation (Business)

Dean's List: Spring 2015, Fall 2015

Work Experience

JPMorgan Chase & Co.

June 2016 – August 2016

Infrastructure Engineer Intern- *Summer Technology Analyst*

New York Metro

- Developed a web application that allows senior management to send messages and files to employees within the firm
- Utilized HTML, CSS, AngularJS, JavaScript, and Bootstrap in order to develop front end of application
- Redesigned the application to meet the visual designs and gave input for possible improvements
- Participated in various career development and technical workshops throughout the summer hosted by JPMorgan Chase

Blueport Commerce

June 2015 – May 2016

Information Technology Systems Intern

Boston, MA

- Built automation infrastructure to update software and monitor status on 100+ corporate machines
- Utilized System Center Configuration Manager to implement automation platform
- Presented in front of senior management regarding automation project

Komodo Computer Solutions

August 2010 – September 2014

Founder

Newfoundland, NJ

- Built client network and business platform
- Maintained customer relationships, gained business development skills
- Diagnosed and repaired computing problems, both hardware and software related
- Gained financial and marketing exposure

Leadership Skills

Qualcomm Diversity Engineering Collegiate Alignment

January 2016

Selected Participant

San Diego, CA

- Two-day conference that brings together top students from across the country
- Participated in technology and career oriented workshops
- Learned about the wireless industry and took part in a hackathon

Projects

Dart (*Java, HTML/CSS, AngularJS, MySQL, Ionic Framework*)

May 2016 – Present

- Creating an IOS/Android application that provides users a platform to request delivery and services from other users
- Front-end: HTML/CSS, JavaScript, Back-end: JavaScript, MySQL, Java

CPU Architecture Design (*Verilog*)

February 2016 – April 2016

- Designed and tested a multi cycle CPU that reads MIPS instructions and performs operations on the data

Hungry Hippo (*Java, Android Studio*)

October 2015 – December 2015

- Created an Android game that randomly drops objects for the player to both avoid and capture

Pirates on the High C's (*C/C++*)

September 2015 – November 2015

- Implemented a gaming simulation consisting of objects located in a two-dimensional grid, controlled by user inputs
- Learned Object Oriented Programming topics such as encapsulation, polymorphism, and inheritance

Skills & Accolades

- Languages: C/C++, Java, HTML/CSS, JavaScript, Python
- John Starks Three Point Scholarship Recipient