

James Quacinella

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Objective:

Looking for an entry level position in the field of computer engineering where I can gain exposure to real world projects.

Education:

Polytechnic University, Brooklyn, New York.

Bachelor of Science Degree in Computer Engineering (Artificial Intelligence)

Anticipated Graduation Date: May 2005

GPA: 3.85

9/01-6/03: Brooklyn College, Brooklyn, New York

Participated in Coordinated Engineering Program, where students do 2 years of study at Brooklyn College then continue their studies at Polytechnic University.

Awards / Honors:

- Brooklyn College Presidential Scholarship; \$5,000/year
- The Jonathan Marc Zimmering Memorial Prize: recognizes outstanding achievement in first two years of engineering study at the undergraduate level; \$600 award
- Polytechnic University Transfer Scholarship; \$15,000/year
- The Richard and Elizabeth Sbaschnig Endowed Scholarship; Fall 2004; \$1,000 annually
- Dean's List: Every semester at both Brooklyn College and Polytechnic University.
- Initiated as member of **Tau Beta Pi**, The Engineering Honors Society, in Spring 2004

Computer Skills:

Languages: C, C++, Java, VHDL, XML, XHTML, JavaScript

Systems: FreeBSD, Linux, Windows 2000 Professional, XP

Software: Visual C++, ModelSim, Microsoft Office, Adobe GoLive

Certification: Microsoft Certified Professional (Windows 2000 Professional)

Related Courses:

Introduction to Artificial Intelligence

Communication Networks

Operating Systems

Modern Physics

Intel Assembly Language

Introduction to Neural Networks

Internet Arch & Protocols (lab based)

Signals and Systems

Intro to VLSI Design

Concepts/Technology of Nanotechnology

Projects:

DEAL-128bit Encryption and Decryption (Senior Project)

Using Xilinx Foundation software, ModelSim and VHDL, my partner and I designed and modeled DEAL-128 bit encryption/decryption, synthesized on a Xilinx Virtex FPGA board. DEAL is an encryption standard that uses DES encryption iteratively. Our design is a pipeline architecture and uses a finite state machine, structural and behavioral designs. We also designed testbenches and performed timing simulations to confirm the functionality of our design.

Tic-Tac-Toe Game (Artificial Intelligence)

Using C++, designed a full 4x4 Tic-Tac-Toe game, using standard artificial intelligence techniques to implement computer moves (depth-first game tree search, alpha-beta pruning, game heuristics).

Activities:

Secretary/Webmaster, Tau Beta Pi, NY Rho Chapter

Experience:
09/04 - Present

Grader for CIS Department at Polytechnic University
Graded student C++ programs for a 2 semester Intro to Programming in C++ course.

6/01 - Present

Private Math/Physics Tutor
Tutored all levels of mathematics and introductory level physics privately.

9/02 - 8/03

Learning Center, Brooklyn College, Brooklyn, New York
Peer tutoring in Pre-calculus and Calculus. Held midterm and final review sessions in a classroom setting of 30 – 40 college students.

9/00 - 6/01

Greentree Tutoring, Edward R. Murrow HS, Brooklyn, New York
Peer tutoring on all levels of high school math.

6/99 - 6/01

Northstar Specialties, Brooklyn, New York
Assisted family owned business with eBay auctions. Responsibilities included customer service, maintaining listings, writing auction item copy, handling of customer payments, and website maintenance.

References:

Furnished upon request