SIMON HILLEBRANDS

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Grand Valley State University, Allendale, MI
Expected Graduation: Spring 2023

B.S in Computer Science, Minor in Mathematics

GPA: 3.1

SKILLS & ABILITIES

Proficient in: Java, Python, Processing
Familiar with: SQL, JavaScript, HTML/CSS, C/C++, WebGL, PHP
Tools: Visual Studio Code, Git, Linux, Google Cloud, Apache2

COURSE WORK

Operating System Concepts
Automata and Theory of Computation
Data Communications
Computer Organization and Assembly Language
Introduction to Software Engineering
Professional Responsibilities and Practices
Structure Programming Language
Database
Discrete Structures
Data Structures and Algorithms
System-Level Prog & Utils

PROJECTS

Othello

Game of Othello using client-server architecture in Java. A multithreaded program so multiple clients can connect to a server and play numerous games of Othello simultaneously. This program uses sockets to connect the server and client.

Message Data

The first part of this project was using Python to parse millions of lines of messages from the social media app Discord. This involved parsing JSON files and tabulating information such as word frequency and message counts. This data was then stored in a new easily readable JSON file.

Then using Java with the Processing language and OOP to create a client with an interactive display visualizing the data into graphs and charts.

Personal Website

I host a website on google cloud using Apache2. The site is made using PHP, HTML, and CSS. This site serves as a personal laboratory for learning and hosting my projects and is a constant work in progress.