

Christopher Anzilotti

anzilottichr@gmail.com | <https://www.linkedin.com/in/christopher-anzilotti>
<https://anzilottichristopher.github.io/ProfileWebsite> | <https://github.com/AnzilottiChristopher>
149 Elderwood Ave, Pelham, NY 10803 | (914)-500-5485

EDUCATION

Quinnipiac University, Hamden, CT

Bachelor of Science: Computer Science || **Minor:** Game Design

PROJECTS

Student Network and Distributing Process Project

May 2024

- Enhanced the features of an online trivia game by developing Java-based components
- Implemented TCP and UDP features based on project specifications
- Utilized Java-based networking techniques to create a server-client relationship

Student Software Development Group Project

August 2023 – December 2023

- Programmed various features of an RPG video game including Audio and World Design using Java
- Utilized Agile methodologies and Scrum frameworks to manage team tasks, ensuring timely completion of deadlines
- Collaborated with a cross-functional team to problem solve and ideate new features for the game
- Diligently code reviewed teammates' branches in Git before pulling into master branch

Student Software Engineering Object Oriented Programming Final Project

April 2023

- Developed a user-friendly UI for a virtual card game Egyptian Rat Screw, utilizing Java and OOP techniques
- Leveraged Java Swing to ensure instant recognition of player inputs, enhancing overall gameplay experience
- Collaborated with a partner and utilized GitHub for version control, ensuring seamless integration of code updates

VOLUNTEER EXPERIENCE

Weisz Lab for Youth Mental Health | Volunteer Research Assistant | Cambridge, MA

June 2019

- Completed CITI training and obtained MRI certification
- Assisted lead researchers in conducting behavioral research investigations
- Demonstrated dedication and showcased technical abilities in a professional research environment
- Drafted a grant proposal inquiring about donations to help further the lab's initiatives

SKILLS

Leadership, Technical Communication, Collaborative, Problem Solving, Critical Thinking, Organization, Agile Methodologies, Flexible, Java, JavaScript, HTML, C++, C, C#, Object Oriented Programming, Data Structures, Git, GitHub, Version Control

HONORS AND ACHIEVEMENTS

- Placed 2nd Overall in Quinnipiac University's 2024 Hackathon
- Placed 4th Overall in Quinnipiac University's 2023 Hackathon
- Dean's List – Spring 2024

CLUBS AND EXTRACURRICULARS

- Quinnipiac Computing Club Sponsorship Coordinator, 2024
- Quinnipiac SPB Club Volunteer
- Intramural Volleyball Captain