

TEAM GNOSIS

• Sterling Schulkins • Akshat Srivastava • Kevin Maris • Justin Rogers • Ferras Almoumen

SENIOR PROJECT EXPLANATION:

Team Gnosis members shall be undertaking a senior project as part of their Bachelors degree in computer science at California State University, Sacramento. Gaining relevant real world project development experience and learning how to interact with professional clients are only some of the tasks we hope to accomplish while finishing our senior project. We will strive to achieve effective communication within our team and focus on delivering a finished product which is closest to our client's requirements. As potential software development professionals, our aim will be to keep our client well informed and satisfied beyond their expectations while we deliver our final software product.

MISSION STATEMENT:

Team Gnosis will work to provide our sponsor with a complete, quality software product that fulfils both the needs of the sponsor and the learning experience of the team. We will commit to a timely delivery of the software, and conduct ourselves in a professional manner as we would if we were employed by the sponsor. We will work towards achieving our sponsor's goals through effective communication within the team and with our sponsor. Our major aim will be to manage time effectively by thoroughly analyzing the requirements.

Sterling L. Schulkins

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OBJECTIVE:

A career in interactive graphics programming and design.

EDUCATION:

Bachelor of Science, Computer Science, Concentration: 3D Graphics programming (In progress, graduating in December 2008)

COURSEWORK:

Advanced Computer Graphics	Computer Software Engineering
Computer Game Architecture and Implementation	Database Management and File Organization
Object Oriented Computer Graphics	Computer Networks and Internets
Intelligent Systems*	Programming Languages
Data Structures and Algorithm Analysis	Operating System Principles
	<i>*Spring '08 / Fall '08</i>

KNOWLEDGE & SKILLS:

Programming Languages and APIs:

C/C++ Java OpenGL DirectX JavaScript PHP ActionScript/Flash SQL HTML/CSS
Scheme Prolog

Systems:

Windows 9x/2k/XP/Vista Linux/Unix DOS

Software:

Microsoft Visual Studio Eclipse Macromedia/Adobe Studio (Fireworks, Dreamweaver, Flash) Adobe Photoshop 3D Studio MAX (modeling) Milkshape 3D (animation) MySQL

Communication/Organizational:

Excellent written and verbal communication skills

Very driven problem-solver. Able to create solutions to problems with minimal information or foreknowledge through resourcefulness and research

Ability to work in a team or alone without supervision and set effective goals

PROJECT EXPERIENCE:

Project Manager

Senior Project, CSU Sacramento

2008 - Present

Organized and lead a software development team to design a database management system for a non-profit organization

Coordinating documentation of all aspects of the project according to IEEE standards

Ensuring effective communication with the client

President and Founder of the Student Videogame Development Club at CSUS

2008 - Present

Responsible for planning meetings and scheduling project milestones for a full-size development team
Delegated tasks and assisted members of the team in their work

Filed paperwork, followed campus guidelines and attended workshops to create the club

Used distributed systems development software to coordinate version control

<http://www.csus.edu/org/gamedev>

ACTIVITIES & ACCOMPLISHMENTS:

Member, ACM

Made the Dean's Honor List

Self-sustaining freelance web developer outside of school

Kevin Maris

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OBJECTIVE

An internship or job in the field of computer science.

EDUCATION

Bachelor's Degree in Computer Science. California State University Sacramento. Dec 2008

RELEVANT COURSES

Database Management & Organization	Computer Networks & Internets	Computer Graphics Design
Software Requirements & Specification	Data Structures & Algorithm Analysis	Operating System Principles*
Database Management Systems	Programming Languages	Adv. Computer Graphics*

*Fall

2008

COMPUTER SKILLS

Applications & Operating Systems: MS Office, Visual Studio 2k5, Adobe CS3, Dreamweaver 8, Apache Server, Subversion, Eclipse, Windows XP/2K, Ubuntu & Slackware Linux

Application Development: Java, HTML, XML, MySQL, PHP, C/C++, Python, Django, SDL, Pygame

WORK EXPERIENCE

Mason's Assistant

May-Aug 2006

Assisted in the construction and maintenance of over 50 custom waterfalls. Worked individually and in teams to design and build bridges, walls, walkways and stone patios.

Folsom Custom Design

Handyman
2004

North Fork Association

seasonal – summer 2003,

Responsible for construction projects for over 50 cabins, restaurant maintenance, clubhouse repairs and maintaining roads in a 1000 acre high mountain valley. Also performed computer maintenance for bookkeeping and residents.

ORGANIZATIONS

Member, Association for Computing Machinery
Member, CSUS Videogame Development Club

ACTIVITIES & ACCOMPLISHMENTS

Volunteered and built a website for Greenhills Elementary School kindergarten teachers
Created a snake style video game using Python and the Pygame API
Build and repair computers and Operating Systems
Backpacking in the Sierra Nevada mountain range, snow skiing, boating

Justin Rogers

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OBJECTIVE: A career in Computer Science.

EDUCATION:

Bachelor of Science, Computer Science, December 2008 · California State University, Sacramento

Related Courses:

Discrete Structures for Computer Science
Introduction to Systems Programming in UNIX
Computer Software Engineering
Object-Oriented Computer Graphics
Programming Languages
Computer Networks and Internets
Advanced Computer Graphics*

Introduction to Computer Architecture
Data Structures and Algorithm Analysis
Computing Theory
Database Management and File Organization
Computer Organization
Computer Game Architecture and Implementation
Operating System Principles*

*June 2008

SKILLS:

Communication/Organization:

Effective leadership and team skills · Excellent organization and time management skills · Able to easily communicate complex information

System and Software:

Microsoft Word · Microsoft Excel · Microsoft PowerPoint · Microsoft Windows · UNIX · Linux · OpenGL

Programming Languages:

Java · C · C# · C++ · Python

PROJECTS:

- Designed and implemented software for the Department of Weights and Measures used for the purpose of randomly generated selecting grocery stores in order to test their price scanners.
- Worked within a team of four members designing and implementing a web site for a non-profit organization using html and PHP.

WORK EXPERIENCE:

Server/Customer Service **Hyatt Regency Sacramento** 10/97 to Present

Provide a superior dining experience for banquet clientele while working within a two person team. Anticipate the clients' needs and meeting those needs. Resolve conflict among staff, as well as with the clients. Work with diverse clientele.

IT Student Assistant **Department of Weights and Measures** 8/99 to 11/2000

Assisted in maintaining the computer network and servers. Configured and troubleshot workstations for networking. Installed and configured new computers. Assisted in explaining technical information to computer users utilizing simplified practical language. Assisted in the construction and presentation of technical classes for novice computer users.

ACCOMPLISHMENTS AND ACTIVITIES:

One of the founding members of the Game Development Club of California State University, Sacramento
Member of the National and Campus Chapter of Association for Computing Machinery (ACM)
Work an average of 25 hours per week during each semester while carrying a full course load.

OBJECTIVE:

Full time position in the field of computer science.

EDUCATION:

Bachelor of Science, Computer Science, • Expected Graduation Spring 2008 • CSC Major GPA 3.0
California State University, Sacramento

COURSEWORK:

- Programming Concepts and Methodology in J2EE
- Data Structures in Computer Science
- Assembly Language
- Systems Programming in UNIX
- Database Management and File Organization
- Computer Organization
- Computer Networks and Internets
- Software Engineering
- Discrete Structures in Computer Science
- Engineering Circuit Analysis
- Computing Theory

KNOWLEDGE & SKILLS:**Programming Languages:**

C/C++ • Java • Assembly 8086 • Visual Basic

Systems:

Windows NT/95/98 • DOS • Unix/Linux • Mac OS

Software:

Microsoft Visual Studio • Microsoft Access • Microsoft Excel • Microsoft Word
Microsoft PowerPoint • IBM Eclipse • BlueJ

Communication/Organizational:

- Outstanding written and verbal communication skills.
- Motivated and enthusiastic about developing good relations with co-workers.
- Effective working alone or as a cooperative team member.
- Strong analytical skills, ability to reduce large problems into small manageable components.

PROJECT EXPERIENCE:

Worked on a standalone database application as a class project for Software Engineering class (CSC 131).

WORK EXPERIENCE:**IT Associate, ECS (in the computer science department) 2006–2007**

- Responsible for Information Technology needs for the ECS.
- Help projects managers and IT team partners develop database applications for the computer science department.

Operations Manager, Gulf Construction Company 2003–2004

- In charge of all paperwork coming in the company.
- In charge of meeting the clients and negotiate the price of raw materials for constructing houses.

ACTIVITIES & ACCOMPLISHMENTS:

- Vice President and Captain of Soccer Team won Sacramento State Soccer League in 2005-06.
- Organizer/Member, Muslim Student Association at Sacramento State.