

JOEY NORMIL

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Projects | [Normiljoey4.wixsite.com/joey-normil](https://normiljoey4.wixsite.com/joey-normil)

Education

UNIVERSITY AT BUFFALO

Buffalo, NY

Bachelor of Science in Computer Science

May 2025

Skills

Programming Languages

Java, Python, C, C#, C++, Javascript, GDScript, Html/Css, Typescript, SQL, PHP

Frameworks/Libraries

Node.js, React.js, React Native, NumPy, Pandas

Other Technologies/Tools

Android Studio, Visual Studio Code, Eclipse, Git, Docker, IntelliJ, Trello, Unity, Godot, GNU Emacs, Xpra, MongoDB, MySQL, SQLite, Supabase, Figma

Work Experience

FIRST STEM CENTER @ HUDSON YARDS | *COORDINATOR*

New York, NY

- Trained on and operated advanced fabrication equipment, including 3D printers and CNC mills, to support hands-on STEM education.
- Led two technical workshops on the Tormach CNC mill, instructing FIRST students on machine operation, safety, and basic manufacturing workflows.
- Supported students in developing practical engineering and prototyping skills through guided lab sessions and project-based learning.

Dec. 2025 - Jan. 2026

(STARTUP) OPENQUANTIFY | *SOFTWARE ENGINEER INTERN, FULL STACK*

Remote, Online

- Prototyped a 3D sandbox for rendering and interfacing with technology designs generated by AI.
- Optimized a data scraping algorithm, achieving a **30%** reduction in execution time.
- Collaborated in weekly meetings to maintain and enhance software quality.

May 2024 - Aug. 2024

CAEI @ MERCY COLLEGE | *COMPUTER SCIENCE TUTOR*

Dobbs Ferry, NY

- Constructed and modified lesson plans for **15+** recurring students.
- Facilitated retention of core fundamentals in **Java** and **Python**.
- Aided students to complete coursework based on **Microsoft Word, Office, and Excel**.
- Recorded progress and tracked weekly improvements.

Mar. 2022 - Aug. 2022

Projects

PROJECT MANAGEMENT FOR SMARTEN/CORIOLIS-LITE TEAM

Aug. 2024

- Completed CSE 404LR (Software Project Management): end-to-end coverage of the software lifecycle including requirement extraction, task decomposition, architecture/design and implementation planning using tools like Trello.
- Practiced translating stakeholder requirements into actionable user stories and WBS-style task breakdowns with estimates and dependencies.
- Designed test strategies and used test results to inform release/readiness decisions.

REAL-TIME CLASSROOM POLLING & FEEDBACK PLATFORM

Jul. 2024

- Developed a web application in a team of **5** to enhance classroom engagement for large university courses transitioning back to in-person instruction.
- Built interactive polling and live feedback features using React.js, HTML/CSS, and PHP, enabling instructors to collect and display student responses in real time.
- Designed and managed a MySQL backend to store participation data and analytics, while using Git for version control and team collaboration.

MULTI-POOL DYNAMIC MEMORY ALLOCATOR

Nov. 2023

- Developed a custom multi-pool dynamic memory allocator to replace malloc() for heap management in Unix-based systems.
- Designed size-class allocation strategies (32B–4096B) to reduce fragmentation and improve memory utilization and performance.
- Implemented and maintained the system in C, using Emacs for efficient low-level development and Git for version control and collaboration.