

Adam Yarris
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Self-driven software developer with real-world experience in frontend and backend development, looking to bring new ideas forward. Passionate about clean architecture and maintainable systems. Available from January to August 2023.

EDUCATION

BS in Computer Science, Rochester Institute of Technology

May 2025

PROJECTS

Craftathon (Personal Project)

Child's Play Charity donates toys and games to children's hospitals, which makes them a great benefactor for a game-based charity event.

- Led a team of developers to develop games on the Minecraft platform for two separate weekend-long charity events
- Developed a game framework and a custom Minecraft server distribution using Java
- Collaborated with developers all over the world, working around different schedules and specialties
- Using a pay-to-join system, the events raised \$7,600 going directly to Child's Play Charity

MS Paint IDE (Personal Project)

IDEs at their core are generally the same, with a large number of developers fighting about what tools are the best. MS Paint IDE is meant to be a friendly demonstration that said arguments are pointless, and tooling is largely by preference.

- Developed a program to interact with MS Paint to read images as code and perform IDE actions including compilation, syntax highlighting, buildsystem support, and basic refactoring
- Worked with some unfamiliar languages (C#, PHP), and implemented systems for the first time with Dialogflow/Google Assistant, Firebase, Java Native Access, and very early adoption of jpackage
- Collaborated with several developers on features such as Language Server Protocol integration

NewOCR (Personal Project)

Traditional Optical Character Recognition systems often provide only surface-level information regarding individual character content and do not allow for refactoring of recognized text.

- Constructed an OCR from scratch to allow for advanced character manipulation and a specialization in symbols, features generally unsupported in standard OCRs
- Cited several research papers on similar technology to make a unique detection system
- Reached 98+% accuracy on printable ASCII characters across all sizes of all trained fonts

HolySheet (Personal Project)

Google Sheets at the time provided unlimited storage, meaning unlimited potential.

- Developed an unlimited cold file storage system by efficiently encoding arbitrary data into Google Sheets
- Serverless and highly scaleable with Docker & Kubernetes, hosted on AWS
- Created a file browser webapp, native desktop app, CLI, REST API, gRPC API, and Java API for manipulating files stored in Google Sheets
- Stored over 100GB of data through hosted distributions of the service, with only ~22% overhead per file

SKILLS

Programming

Java, Dart, JavaScript, TypeScript, Python, C, HTML, CSS, SQL, PowerShell

Technologies

Flutter, Spring, gRPC, AngularDart, React, Docker, Kubernetes, Azure Functions, Cosmos DB

WORK EXPERIENCE

Internal Developer - WITR

Rochester, NY

October 2021 - Present

- Rewrote several websites, utilities, and administration tools using technologies including Spring, Java, and React
- Prioritized deadlines across multiple projects simultaneously to adhere to constant upgrades and migrations

Software Engineering Intern - Liberty Mutual

Portsmouth, NH

May 2022 - August 2022

- Worked with Python and Azure Functions to help build a data aggregation and refining tool for internal analytics
- Used PowerShell and Cosmos DB to implement persistent storage in an Azure Active Directory analytics tool

LEADERSHIP

Eagle Scout

Craftathon Lead Developer

November 2019

June 2017 - December 2018