# Adam Hassick

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## Software Engineer

6+ years of experience developing software in an integration/testing lab environment.

## Education

- University of New Hampshire – **M.S. in Computer Science**                    (GPA: 3.73 - May 2026)
  - Relevant coursework: **Networks, Distributed Systems, Cloud Computing, LLM Training**
- University of New Hampshire – **B.S. in Computer Science**                    (GPA: 3.10 - May 2024)
  - Relevant coursework: **Algorithms, Database Design, Systems, OOP, Compiler Design**

## Previous Work Experience

**Graduate Research Assistant at UNH Interoperability Labs**                    (2024 – Present)

- Lead a team of three to develop new device conformance and performance testing services for High Accuracy, Default PTP profiles and White Rabbit PTP. Wrote new test plans. Contributed new packet parsing code and test suites to our in-house protocol compliance test tool to implement test plans.
- Lead development and deployment of a new full-stack Django web app to enable customers to view and search through their confidential test data. Planned database design to ensure a modular system suitable for many lab projects. Integrated the app with other lab infrastructure with Docker Compose and Ansible.

**Student Technician at UNH Interoperability Labs**                    (2020 - 2024)

- Frequently engaged with customers to prioritize goals, plan new service features, and fix issues over email and virtual meetings.
- Developed and deployed new Ansible automation roles and playbooks for maintenance of a shared team router/Open VPN server, NFS server, and Jenkins server with a team of five other students.
- Collaborated with industry to contribute large code changes to Open Source Software projects to add new features, such as the Patchwork project, which is used to maintain source code changes for Linux.
- Quickly enabled unit and performance CI/CD testing of the DPDK toolchain on unfamiliar vendor hardware as requested.

## Projects

**Mobile VR Lab**

- Used Unity, C#, and Rust to create an immersive visual presentation of undersea coral structures gathered by NOAA for K-12 students using a client-server architecture.

**UNH T Compiler**

- Developed a compiler for the "UNH T" toy language in Rust. Used a LALR parser generator to implement an AST and a recursive tree traversal algorithm to transform the AST as needed and emit LLVM IR.

**2D Top-down Dungeon Crawler**

- Used the Bevy game engine (Rust) to develop a multiplayer dungeon crawler game with random tile-based seeded map generation.

**Weather Sensor Driver**

- Leveraged a Raspberry Pi to read data from and control a Vaisala WXT-510 weather sensor over RS-232 using the UART. Wrote a separate Python script to send data from the sensor to Weather Underground.

## Skills

**Languages:** Python, Rust, Java, C#, Go, C/C++, JavaScript, MATLAB, Groovy

**Tools:** Bash, Linux, Git, Django, Ansible, Flask, PostgreSQL, MariaDB/MySQL, jQuery, Cisco NX-OS, SONiC, Docker, Microsoft Office, Atlassian Tools, VMware vSphere, QEMU, Jenkins CI/CD, Gradle, Meson, GitHub Copilot AI