

JAMES SWEENEY

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EDUCATION

Northeastern University

Expected May 2026

B.S. in Computer Science and Business Administration | Dean's List

Boston, MA

Relevant Object Oriented Design, Algorithms & Data, Computer Systems

Coursework Artificial Intelligence, Logic & Computation, Programming Languages

WORK EXPERIENCE

Northeastern University

Sept. 2024 - Present

Teaching Assistant

Boston, MA

- Fundamentals of CS II – Guiding students through object-oriented programming, covering generics, the visitor pattern, double dispatch, and mutation, while emphasizing software design best practices.
- Fundamentals of CS I – Introduced students to core programming principles, including structural design, function abstraction, and recursion, using a functional programming approach.

Bain Capital

Jan. 2024 - May 2024

Credit Legal Co-op

Boston, MA

- Supported investment efforts by ensuring seamless communication between legal and investment teams, acting as a key liaison to streamline document execution and align strategies.
- Developed and implemented document execution protocols, significantly reducing turnaround times and enhancing the precision of legal and investment operations.

Intercontinental Real Estate

June 2023 - Aug. 2023

Summer Analyst

Brighton, MA

- Utilized appraiser insights and ARGUS software to refine in-depth financial models, including DCF analysis for strategic investments and informed decision-making.
- Conducted research on real estate markets to identify trends as well as opportunities for investments and growth, informing effective strategies to leverage market dynamics.

EXTRACURRICULAR ACTIVITIES

Bull & Bear Research

Sept. 2023 - Present

Technology Lead & Research Member

Boston, MA

- Designing club website to enhance online presence and engage prospective members and partners.
- Led a team of analysts in producing a detailed 20+ page equity research report on the industrial real estate sector, providing in-depth market analysis and investment recommendations.

PROJECTS

Monopoly AI

Oct. 2024 - Dec. 2024

- Developed a Monopoly AI using Deep Q-Learning with dual neural networks in PyTorch, outperforming a greedy agent in win rate through optimized property strategies.

Othello Game

Oct. 2023 - Dec. 2023

- Developed an interactive Othello game with AI opponents using Minimax for optimal strategy and competitive gameplay.

TECHNICAL SKILLS

Computer Languages

Java, Python, C++

Tools & Technologies

Vim, Linux, Git, SQLite

INTERESTS

Golf, Writing, Cycling, and Running.