

Hugh Kominsky

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EDUCATION

Northeastern University, Boston, MA
Khoury College of Computer Sciences

Sep. 2021 – Present
Expected Aug. 2025

Candidate for Bachelor of Science in Computer Science and Finance

- **GPA:** 3.7/4.0 GPA
- **Coursework:** Software Engineering, Object-Oriented Design, Algorithms, Investments, Database Design, Computational Applications of Finance, Information Visualization

SKILLS

Languages: Java, Python, SQL, JavaScript, TypeScript, HTML, CSS

Technologies: React, Docker, MongoDB, MySQL, Gradle, Flask, UE5

Tools: Git, GitHub, Jira, VS Code, IntelliJ, Eclipse, MS Office Suite

WORK EXPERIENCE

Scotiabank

New York, NY

Equity Derivatives Software Engineer Co-Op

Dec. 2024 – June 2025

- Spearheaded the automation of client pricing workflows by extending proprietary booking software, slashing the turnaround between sales, trading, and quant desks by 90%
- Designed a relational database to store and normalize requests and pricing data, improving analytical capabilities across 12,000+ structured notes
- Collaborated with over 85 users to transform complex structuring needs into reliable, user-driven features, rapidly iterating on feedback to consistently surpass expectations

Marsh McLennan

Philadelphia, PA

Reinsurance Modeling Co-Op

Jan. 2024 – June 2024

- Analyzed quarterly data fluctuations with SQL on over 50 client portfolios to refine in-house risk models, enhancing the accuracy of future risk forecasting
- Generated risk exposure reports on insurance portfolios using Verisk Touchstone RE, RMS Risk Monitor and proprietary models to guide reinsurance policy recommendations

J&K Seminars

Wyncote, PA

Data Engineer Intern

Apr. 2023 – July 2023

- Developed a Python script with Zoom API to pull webinar data and sync results directly to the database using MySQL Connector, reducing analysis time by 99%
- Built a Tableau dashboard to analyze webinar attendee locations, guiding state-level investment certification licensing decisions

PROJECTS

Pickaxe Knockout

Jan. 2024 - May 2024

- Bootstrapped an indie game in the UEFN environment, with custom Verse mechanics and Unreal Engine world design, resulting in a player base of 1,000+ unique users
- Tailored user experiences by custom designing UI design, promotional materials, particle effects, and 3D assets, leading to an above average play time of 28 minutes

Endzone Analytics

Nov. 2023 - Dec. 2023

- Developed an NFL analytics site with a PostgreSQL database, 22 Flask API routes, and 18 views with AppSmith to visualize player stats, game analysis, and league performance