

## EXECUTIVE SUMMARY

A **junior software developer** with 2 years of experience in iOS, front-end, and database development. A personable, communicative developer who specializes in object-oriented programming languages. A 2020 Computer Science graduate of Sonoma State University interested in game and iOS development.

## PROFESSIONAL SKILLS AND INTERESTS

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- iOS Development
- Front-end Development
- Digital Project Management
- Technical Troubleshooting
- Developing and Leveraging Databases
- Technical Instruction

## EDUCATION

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**Bachelor of Science (Computer Science and Engineering)**. Sonoma State University (Cotati, CA)

- *Expected Graduation Summer of 2020*

## PROFESSIONAL SKILLS DEMONSTRATED

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### [SONOMA STATE UNIVERSITY](#)

January 2019 – Present

*The Sonoma campus of the California State University system with ~8,500 full-time students.*

#### **IT Helpdesk and Systems Support**

Leads back-end and field support projects for the Information Services team Sonoma State Law.

- **Digital Project Management:** Oversees an imaging and deployment project for the University's Systems and Infrastructure manager that leverages Ghost (Symantec) to enable users to select among multiple OS system images (e.g. Windows Vista vs. XP) through the presentation of a pre-installation environment.
- **Technical Troubleshooting:** Leads the resolution of ~10 client technical issues/week (e.g. networking, setup, wireless, software). Provides on-call field support for faculty/classroom issues (e.g. AV setup and recording).

### [LITTLE TECH ACADEMY](#)

June 2018 – August 2019

*A technology education company that operates immersive software development, robotics, and digital media camps at UC Berkeley and other prestigious universities in North America for participants aged 7-17.*

#### **Summer Instructor**

Leads software development (e.g. iOS, Python) courses for groups of young developers.

- **iOS Development:** Successfully developed an iOS development roadmap (creating displays, linking objects, implementing functionalities used to create iOS applications). E.g. mentored a participant who successfully created an app that enabled tracking of volunteer hours by leveraging Apple's native Calendar application.
- **Technical Instruction:** Instructs 9 one-week software development courses with groups of ~20 participants per course each summer, using Little Tech Academy's general instruction framework and modifying it to suit the needs of unique cohorts.

## SOFTWARE DEVELOPMENT PROJECTS

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**[Mind Health for iOS](#) – Lead Developer:** Developed a game designed to help users improve short-term memory that won approval for inclusion in the Apple App Store in the Summer of 2019.

**MegaKeys (Working Title) for iOS – Lead Developer:** A custom Apple keyboard that enables the user to create pictures with emojis, save them to a keyboard, and send the pictures through the Messenger App. Working prototype completed in October 2019.

**BraiNet – Co-Developer:** An educational social networking website for Sonoma State University students optimized for the discussion of higher education coursework. Code base uses Java/AngularJS, Bootstrap, HTML, PHP, and MySQL. Set for completion in May 2020.

## **OTHER RELEVANT INFORMATION**

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**Programming Languages:** Swift (Advanced), Objective C (Intermediate), Javascript (Intermediate), PHP for Databasing (Intermediate), MySQL (Intermediate), C++/C (Advanced).