## **Charles Jenkins**

Software Developer

#### Profile

Georgia Tech computer science student looking for a summer 2020 software engineering internship to apply my programming knowledge

### Education

## Bachelors in Computer Science, Georgia Institute of Technology, Atlanta, GA

Courses: Object Oriented Programming and intro to data structures, Python August 2019 - May 2023

GPA: 4.00

# Clairemont High School Academy of Information Technology, San Diego, CA

September 2015 - June 2019

Valedictorian

## Employment History

## Android Development Intern at Dexcom, San Diego, CA

May 2019 - August 2019

- Preserved Java legacy and created new files in Kotlin
- Mocked new features Dexcom plans on implementing alongside their nextgeneration product
- Utilized Android Jetpack and CameraX APIs

## Projects

## Sign-In Flutter App

Utilizes Firebase to store data and display it in a visually pleasing manner.

https://github.com/BestCharlemagne/ClairemonsterRoboticsApp

#### Nyansa API Android App

Java Android app implementing Nyansa's Wi-Fi API to display user information without the need to navigate to the web.

https://github.com/BestCharlemagne/TheNyansaComplete

## **→** Extracurricular

## Data Analysis Member "For the Kids"

September 2019 – Present Georgia Tech

A founding member of the data team to discover trends and improve the club's ability to raise money for the children's hospital of Atlanta.

## **Captain of FRC Robotics Team**

September 2016 - June 2019

San Diego, CA

- Led team into competition finals for the first time in Clairemonster Robotics history
- Directed programming, marketing, and build and design teams

#### **Details**

858-860-4403

thecharlesjenkins@gmail.com

#### Links

thecharlesjenkins.com linkedin.com/in/charles--jenkins github.com/BestCharlemagne

#### **Skills**

Java/Kotlin: Programmed Android apps and projects.

Android Studio: Deployed Android applications to Google Play Store

Git: Use to work with other people on projects

Flutter and Dart Android Framework

ReactJS

Unity: Experience creating games with C#