

Jeremy Chiaramonte

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Experience

Full Stack Software Engineer @ Crowdkeep

Jun - Aug 2017, Washington D.C.

- Managed a team of interns
- Mentored an intern in Git, REST, and Python/Django
- Collaborated on web application frontend using React
- Patched bugs and added functionality to internal API through Django/PostgreSQL
- Improved mobile app features through Xamarin
- Produced many well-thought out UX/UI solutions

Web Developer & System Administrator @ Crowdkeep

Jun 2015 - Aug 2016, Washington D.C.

- Collaborated with another intern to produce a marketing website for a client using HTML/SASS through Jekyll
- Converted multiple marketing websites to Jekyll/Liquid templates to aid code reusability and development
- Mentored an intern in Git, HTML/CSS web development
- Performed Raspbian system administration

Web Developer @ Genesys Impact LLC

Jun - Aug 2014, Washington D.C.

- Produced marketing website for real estate developer using HTML/CSS/JQuery

Projects

Buy Low Sell High – Stock Market Game

Aug 2018

- 3-day game-jam project
- Worked in Unity with C#
- Implemented a price determination algorithm to give a player a means of mastering simple technical analysis
- Added .csv reading support to allow the game content to be easily modified and updated

Education

Virginia Tech

Expected Grad. Fall 2018

B.S. in Computer Science
GPA 3.2

Skills

Languages

HTML, CSS/SASS, JavaScript,
Python, C#, C, Java, C++

Frameworks

Bootstrap, React, Express,
Xamarin

Version Control

Git

Task Management

Asana, Pivotal Tracker, Zenhub

Cloud

Digital Ocean, AWS EC2

System Administration

Linux

Software

Unity, Photoshop, Sketch, Maya

Design

UX, Typography, Graphic Design
(UI), Game Design

Testing

Selenium, JUnit