**Curtis Dennis**

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**Software Developer**

Entry-level software developer with hands-on experience in Python, C++, and AI-assisted development tools like Cursor and GitHub Copilot. Strong foundation in object-oriented programming, Agile methodology, and software lifecycle processes. Known for adaptability, problem-solving, and a passion for building clean, efficient, and user-friendly applications.

**TECHNICAL SKILLS**

* **Languages**: Python, SQL, HTML, CSS, JavaScript
* **AI – Development:**  Cursor, ChatGPT, GitHub Copilot (code generation, debugging)
* **Development Tools:** Git, VS Code
* **Operating Systems**: Windows, MacOS
* **Cloud Tools**: Google Drive, Microsoft OneDrive

**EDUCATION**

**Bachelor of Science-Information Technology, concentration Software Development,** Southern New Hampshire University - Graduated.

* **Coursework**: IT Operations and Systems Planning, Computer Operating Systems, Introduction to Computer Networks, Communications in STEM Professions, Impact of the System on Organizations, Computer System Security
* GPA 3.9, Honor Roll, President’s list

**ACADEMIC PROJECTS**

* **Text-Based Space Horror Game** – *Solo Developer | Python*  
  Developed an interactive text-based survival horror game using Python, simulating a suspenseful adventure aboard a haunted spaceship. The game features a modular system for navigating rooms, collecting items, and tracking inventory, all of which are managed through dictionaries and functions. I implemented command parsing, conditional logic, and win/lose scenarios to create a dynamic gameplay experience. This project demonstrates my ability to independently design, build, and refine a complete software application while applying core software development principles such as clean code structure, user input handling, and problem-solving.
* **Corner Grocer Item Tracker – *C++ Developer*  
  Created a C++ console application that tracks and analyzes grocery item frequencies from a data file. Designed and implemented a class-based system using maps to store item counts, providing features such as item frequency search, full item listings, and a histogram display. The program includes functionality for reading input data, backing up item statistics to a file, and offering a menu-driven user interface. This project highlights my skills in object-oriented programming, file I/O operations, and interactive software design using C++.**
* **SNHU Travel – Agile Team Project  
  Collaborated as part of a Scrum-Agile development team to build a travel web application for a simulated client, focusing on features such as a “Top 5 Destinations” page and promotional offers. Contributed to user story implementation, sprint planning, and iterative feature delivery using tools like Jira and burndown charts. Participated in daily stand-ups, sprint reviews, and backlog grooming, helping to identify and resolve issues such as API compatibility and shifting client priorities. Emphasized Agile principles, including flexibility, continuous feedback, and incremental delivery to ensure stakeholder satisfaction and project success.**

**PROFESSIONAL EXPERIENCE**

**Team Associate,** Walmart, Painted Post, NY 2007-Present

* Delivered exceptional customer service by efficiently answering inquiries, resolving concerns, and successfully locating products, increasing customer satisfaction scores.
* Streamlined inventory management by effectively organizing stock shelves and sales floors, improving product availability, and reducing stock discrepancies.
* Trained New Team Members: Delivered comprehensive training to new team members, equipping them with essential skills and knowledge, which resulted in a faster onboarding process and higher team performance
* Successfully managed and expedited the unloading of the frozen dairy truck, ensuring all products were promptly and accurately stocked, minimizing downtime, and maintaining inventory integrity.
* Implemented Feature Changes: Effectively executed feature changes, enhancing product displays and store functionality, improving customer experience, and increasing sales.
* Executed Price Changes with Precision: Accurately updated and communicated price changes, ensuring all pricing adjustments were reflected in the system and on the floor, contributing to a smooth and error-free transaction process.

**Department Manager**, Walmart, Painted Post, NY 2015-2020

* Led a team in the success of hardware development, overseeing daily operations, staff training, and customer support.
* Trained members of the hardware development team on the paint machine.
* Demonstrated strong decision-making skills to meet the needs of the department, customers, and store.
* Resolved problems proactively to maintain smooth department operations.
* Applied knowledge of retail operations and inventory management to ensure efficient department performance.