

DANIELLE GRAHAM

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Skills Summary

Programming disciplines:

Java, JavaScript, React, Python, C, C++, SQL, CSS, HTML

Development Tools:

IntelliJ IDEA, Visual Studio, Visual Studio Code, PyCharm, Android Studio

Platforms:

Windows, MacOS

Core Qualifications:

Analytical and critical thinker, exceptional communicator, project planning and coordinating, quality, and detail oriented.

Education

Colorado State University Global

B.S. Computer Science, Focus in Software Development and Engineering | 2023

Experience

CBE GROUP

QUALITY ASSURANCE SPECIALIST | APRIL 2014-PRESENT

CBE Group is a learning organization. CBE measures, monitors, analyze and improves productivity, processes, tasks, and the business to satisfy clients and stakeholders. Quality Assurance Specialists play a central role in ensuring the quality and integrity of products, processes, and services within an organization.

- Responsible for implementing and enforcing quality standards, processes, and procedures while adhering to IRS guidelines and mandates
- Design test plans, execute test cases, identify defects, and work with development teams to ensure IT related issues are resolved.
- Maintain detailed records of test results, defects, and other quality-related data.
- Ensure that established processes are being followed correctly.
- Collaborate closely with government representatives, including development, design, and management, to communicate quality-related concerns and improvements.
- Help identify potential risks and vulnerabilities in processes and develop strategies to mitigate these risks

RELATED EXPERIENCE

GRAPHICS AND VISULIZATION

Understands the fundamental concepts and techniques related to creating, manipulating, and displaying visual content using computer graphics technology. Recognizes both the theoretical principles and practical applications of graphics and visualization and understands how digital images, animations, and interactive visual experiences are generated and presented.

- Computer graphics basics
- Rasterization and rendering
- Color theory and color methods
- Graphics APIs and libraries
- Image processing
- 3D Modeling and animation
- Visualization techniques
- Virtual reality
- Human computer interaction

PLATFORM BASED DEVELOPMENT

Focused on how to develop Android applications using the Android Studio Integrated Development Environment (IDE).

- Android Studio IDE
- User Interface Design
- Activity Lifecycle and Navigation
- Data storage and management
- Networking and webservice
- Multimedia and graphics

- User input and interaction