Dominique Mobley

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Personal Statement:

Currently seeking to learn as much as I possibly can in the field of computer science, I am goal-oriented and highly dedicated to the work provided. I offer a variety of skills in dealing with design, programming, and communication.

Education:

>> Nova High school -– Davie, FL 2010-2014 – High School Diploma

>> Florida Atlantic University -- Boca Raton, FL Fall 2014 – Summer 2017 (AS)

>> University of Central Florida – Orlando, FL Fall 2017 – Present (BS)

Work and Experience:

Florida Atlantic University (Research Assistant and Web Developer)

During my final semester at FAU I was granted the opportunity to study alongside assistant professor, Dr.Reza Azarderakhsh in his research of post-quantum cryptography and cybersecurity for quantum computers. Within the span of five months, I was tasked with the documentation of his projects as well as developing and maintaining a website to catalog all research recorded.

Free Lance Art and Costume Design

Before pursuing my major, I spent a lot of my free time studying art and design. I eventually created a small business with my abilities, taking commissions for both 2D and 3D digital art, in addition to making and selling costumes for various events, such as conventions and parties.

Costume and LARP (Live Action Role Play) Props

Storyboards

Character and Landscape Design

Splash and Conceptual

Art Graphics and Logos

3D Character Design

2D and 3D Animation

Accounting and Bookkeeping

For the past three years, I have maintained positions as the accountant and bookkeeper of two plant-oriented companies located in Florida: Bamboo Landscaping and Growing Places Interior Plant Design. Within these two companies, I oversee employee payroll, maintain business sales, advertising, and bank accounts. These two jobs have granted me the ability to manage businesses and lead the companies based on cost efficiency.

Abercrombie & Fitch (Retail)

I have worked in retail as both Model, otherwise known as a floor salesman, and Impact; organizing stock and audits. While I was originally hired for the position of Impact, a week of working and leadership allowed me promotion to additionally filling in as Model. I became the only staff member capable of filling both roles. I gained experience in management and communication while overseeing store updates and audits. On Black Friday 2014, I worked a 24-hour shift and was promoted to full-time the following day.

Skills:

>> Proficiency in French and English.

>>Programming languages / APIs: Matlab, C, C ++, Python, HTML5 and CSS

>> Graphic design/Animation: Paint Tool SAI, Photoshop CS6, Autodesk Maya, Blender, Unity.

>> Proficient in Powerpoint, Excel, Microsoft Word, Access and Outlook.

>> Experience using Raspberry Pi 2 & 3, Arduino Uno, Esp8266, TI430MSP

Hackathons:

FAU IBM Bluemix Hackathon 2017 **Florida Atlantic University**

First Hackathon. My team and I worked with IBM Bluemix and the internet of things (IoT) to develop food-storage database which used a door sensor and barcode scanner to log and track data. The database's main functionality was to track food expirations and update a weekly and bi-weekly grocery list.

MangoHacks 2017 **Florida International University**

For this hackathon, I worked on a solo project. I decided to design and create a fitness and health app based around the concept of gamification, a concept involving elements of playing a game to encourage engagement. The Android application had a simple customizable avatar and a library of various tasks and goals the user could select or create to remind and motivate them. Users were rewarded a fictional currency based on daily accomplishments which they could then use to unlock customization options for their avatar.

Florida PolyHacks 2017 **Florida Polytechnic University**

The idea for this project was to create a teacher's assistant application. This app enabled the user to track and log student attendance in a simple, easy to read user interface. A virtual canvas was also implemented which featured hand-writing recognition (developed using Google's Tesseract API) which stored notes in a text file for sharing.

References:

Available upon request