Ross M. Higley
Web / Software Developer

Pocatello, ID
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Education

Bachelor of Science, Major in Computer Science Graduated Dec 2018
Idaho State University Pocatello, ID
- Created programs in Java, C#, C++, and MARIE assembly.
- Created websites in HTML, CSS, Javascript, PHP, ASP .NET, and GLSL.
- Data languages: MySQL, T-SQL, SQLite, JSON, XML, and XAML.
- Gained experience with source control repositories like GitHub and GitLab.
- Graduated with 3.85 GPA.

Associate of Applied Science, Business Information Systems Graduated Dec 2014
LDS Business College Salt Lake City, UT
- Emphasis in Database, Networking, and Server Administration.
- Learned to administrate Active Directory Domain Services.
- Database Management through Microsoft Access and Microsoft SQL Server.
- Self-taught Android App developer for API 15.

Experience

Distance Learning Classroom Operator & Video Class Technician Aug 2017 – Present
Idaho State University Pocatello, ID
- First line of defense for IT assistance and customer service for ISU professors.
- Performed basic troubleshooting for classroom equipment.
- Operated cameras for broadcasting to remote campuses and online recordings.
- Worked with professors to meet their educational needs.

Database Administrator and Web App Developer Sept 2017 – Dec 2017
ISU INFO 4430 Web App Development class project Pocatello, ID
- EPIC Experimental Personal Inventory System
- Web App written in C# using ASP.NET MVC framework in Visual Studio.
- Database written in SQL using SQL Server Management Studio.
- Purchased webserver to host the project, and domain which has expired since.
- Created and populated MS SQL database on webserver using scripts.

Graphics Developer   Oct 2017 – Oct 2017
ISU CS 4458 Computer Graphics class project   Pocatello, ID
- EarthMoon 3D animated model of the Earth and the Moon.
- Written in HTML, Javascript, and WebGL Shader Language.
- Calculated correct relative rotation speeds and implemented using hierarchical models.
- Used different textures to make cities light up in low light.

Game Designer   Nov 2016 – Nov 2016
ISU 3308 Data Structures and Programming class project   Pocatello, ID
- Asteroids FishEye clone of the classic Asteroids game.
- Written in C++ using Winforms.
- Inherited large team project, and implemented features at request of professor.
- Created pseudo-logarithmic adapter between screen coordinates and in-game space.
- Created camera object which follows the ship once it passes a certain threshold.

Game Designer   Jan 2016 – April 2016
ISU CS 1182 Programming II class project   Pocatello, ID
- BobAwesome 2D text based dungeon game.
- Written in C# and XAML using WPF.
- Created game based on periodic feature requests.
- Adhered to Object-oriented programming principles to build game.

Android App Developer   Sept 2014 – Dec 2014
LDSBC Info Tech Capstone Project   Salt Lake City, UT
- ReserveARoom Android app for students to reserve study rooms in the LDSBC library.
- Written in Java, XML, PHP, and SQL-lite using Android Studio.
- Used Android API 15, for Android 4.0.3 Ice Cream Sandwich.
- Used fragments to create different layouts for phones and tablets.
- Included scalable foreign language support, currently English and Spanish.
- Wrote database to cache data between app sessions.

Game Designer   Dec 2014 – Dec 2014
LDSBC CS 115 Program Design and Graphics class project   Salt Lake City, UT
- Memory Match card flipping game.
- Written in Java using Swing GUI library.
- Worked with teammate to plan and create game.
- Created game initially to work in command line shell.
- Reworked game later to run with GUI window.

Web developer   Mar 2013 – Mar 2013
LDSBC CS 135 HTML with CSS class project   Salt Lake City, UT
- About Me Autobiography Website.
- Written in HTML and CSS using Notepad++.
- Anchored footer to bottom of window, or bottom of content, using CSS.