Devon Wright

Phone: (209) 482-7492 Email: devonwright.github.io Portfolio: devonwright.github.io

EDUCATION

California State University - Long Beach, May 2019

B.S. in Computer Science

- Excelled in software engineering and programming coursework, 3.5 GPA.
- Received Dean's Honor List.

PROJECTS

News Aggregator with Sentiment Analysis - Independent Project

Dec 2019 - Jan 2020

Web application that aggregates news articles.

- Written in **Python**, created a web scraper that collects news articles from various news sites.
- Sentiment analysis is performed on each article using the **TextBlob** python library.
- Used Flask, micro web framework, to create a web app.
- Web app allows user to select a news category and is given a collection of news titles and links.
- Used **Git** and **Github** for version control.

Volunesia - Senior Group Project

Sep 2018 - May 2019

Android and iOS app for nonprofit organizations and volunteers.

- Written in **C#**, developed a mobile application using the **Xamarin** cross-platform framework.
- Designed and implemented a Firebase database to store information regarding volunteers and nonprofit organizations.
- Developed the backend and frontend components of the Android version.
- Successfully managed our team and project using Scrum an Agile process framework.

Playify - School Group Project

Jan 2019 - May 2019

Music streaming desktop application.

- Phase 1: Using **Java**, implemented a working interface that allows a user to play songs locally.
- Phase 2: Extended the interface to follow the client-server architecture and UDP protocol.
- Phase 3: Developed a distributed file system based on Chord to read and serve client request.
- Stored all music and user data in JSON data format.

Automotive Database - School Group Project

Aug 2017 - Dec 2017

Database and user interface for a used car dealership.

- Designed an interface in Java and wrote complex queries in MySQL that allows users to retrieve specific information from the database.
- Utilized relational database principles to construct UML diagrams of necessary classes.