# **Shelby Drabant**

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## **Objective**

To work as a software engineer in an exciting, challenging, and fast paced environment.

#### **Education**

#### **Certificate in Software Engineering | Spring 2016 | University of Washington Bothell**

· Related coursework: Data Structures & Object-oriented programming, Software Development Processes, Software Modeling Techniques, Systems Programming, Software Testing & Quality

#### B.S. Biology | Spring 2013 | University of Nevada Las Vegas

- · Major: Biology
- · Related coursework: Organic Chemistry, Microbiology, Immunology

#### Skills

· C++, Python, Java, GML, HTML/CSS, Javascript, Object Oriented Design

### **Academic Projects of Note**

- · Huffman Compression and Decompression in C++. Code sample available upon request.
- · Intergalactic travel coordination with Multi Source Dijkstra. Code sample available upon request.

# <u>Personal Projects</u>

- · Portfolio website (<u>shelbydrabant.com</u>)- Written in HTML/CSS/Javascript. Personal website I developed to showcase my projects.
- · Ike (video game) Self implemented, written in GML. Currently in the pre-alpha stage of production. Alpha release will be ready by the end December 2016.

## **Communication and Leadership**

- · Former speaker at new student orientation at the University of Nevada, Las Vegas.
- · Orientation leader at University of Nevada, Las Vegas. Responsibilities include organizing and guiding large groups of students, several times throughout the school year.

•	college principles and best practices, and peer to peer leadership.	