**En Emerson GPA: 3.86**

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 **SUMMARY** I am an agile software developer with a passion for full-stack development work, currently completing my B.B.A. in Computer Information Systems at Texas State University where I plan to graduate from in December of 2019. I am the Executive President for the San Marcos chapter of the Association of Information Technology Professionals club, and in my free time I enjoy playing ultimate frisbee, disc golf, guitar, bass, and PC games.  
  
**EDUCATION  
Texas State University** (Aug. 2016 – Dec. 2019) Visual Programming I & II – Agile Project Mgt. – Android App. Dev. – Web App. Design & Dev.  
  
**EXPERIENCE  
Texas State CIS & QMST Department** (Sept. 2018 to Present)  
 I am a Tech Fellow for the C.I.S. Department at Texas State, where I tutor students in a computer lab at the McCoy Business College as the resident “Student Subject Matter Expert” in programming. I provide insightful knowledge on 10 different C.I.S. courses, along with the occasional Statistics and Accounting assistance. When not tutoring, I help proctor exams and manage the lab by running diagnostic tests & updates on all 200+ machines in the three computer labs in the McCoy college.  
**I.T. Internship at USAA** (May. 2019 to July. 2019)  
 I was a Software Developer and Integrator Intern at USAA for the summer of 2019. I joined a Scrum team, operating under a Scaled Agile Framework, and helped implement the Java backend for the company’s message delivery systems: Email, SMS, and Push notifications. These microservices were designed with functional programming principles in mind and successfully reduced the message delivery batch time by 66%, which increased the efficiency with which the company was able to communicate to its 13 million+ members.  
**Fun 2 Learn Code** (Jun. 2018 to Aug. 2018)  
 I was a camp leader and instructor at Fun 2 Learn Code where I taught kids aged 7 to 14 about programming concepts, game design principles, and engineering projects. We covered a variety of topics such as: creating Minecraft mods using Java, building VR games in Unity with C#, and basic I/O games in Python. I successfully standardized curriculum for over 10 different summer camps by writing documentation for teaching materials and moving them all onto GitHub. This eliminated the need for paper copies and increased the accessibility to the information.  
  
**ACCOMPLISHMENTS  
- HTML/CSS** (7 years), **Java** (6 years), **C#** (3 years), **Microsoft SQL** (2 years), **JavaScript** (1 year)   
- Honorable Mention for Application Development at the 2019 USITCC.  
- Proficient with Git version-control software.  
- Adobe Photoshop CS6 Certified.  
- Autodesk 3DS Max 2015 Certified.

**References available upon request.**