Fabian LeFevre

(586)556-1082 ▪ fjlefevre@yahoo.com

IT/SOFTWARE DEVELOPMENT INTERNSHIP

Computer Science Senior who is familiar with the programming languages Java and C#. Utilizes troubleshooting and critical thinking skills to solve problems. Skilled in project planning and working with software developers on project development.

EDUCATION

Bachelor of Science, Computer Science; GPA 3.61   Expected Graduation: Winter 2019
Oakland University, Rochester, MI

PROJECTS

Sophomore Project

- Helped develop a gaming and chat Peer to Peer Server with a team of 5 people by creating a text-based Card-Slots game that runs on the server and takes user input from the client and responds back with how the game progressed and a request for more input.

MCC Game Dev Projects

- Helped create and plan multiple video game projects with a small team using C# and Unity 3D. One such project is our play on the concept of the video game Lemmings called Lemons. The player is tasked to give each individual lemon a command and guide each of them to the goal of the current level.

TECHNICAL SKILLS

Programming Languages: C, C++, C#, Java, Python
Software Applications: Unity, Visual Studio, Audacity, Sony Vegas Movie Studio
Operating Systems: Windows 7, 10

WORK EXPERIENCE

Panera Bread Shelby, MI 48315   Nov. 2013 to Present

Associate

- Train new employees in work areas and work procedures.
- Provide memorable customer service through personality and attentiveness.
- Organize work area and continually develop positive work habits by maintaining standards and conducting proper time management skills.

PERSONAL ACCOMPLISHMENTS

- VP for the MCC Game Developers Club at Macomb Community College
- AFJROTC Community Service
- Attended seminars/discussions in regards to a concentration that is being developed at OU for Game Programming and Design
- Created a video series, which gets posted to YouTube, on the topics of gaming, film and animation for the purpose of generating further discussion and expressing my opinion.