



TroyMBrown4@gmail.com
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SOFTWARE

Proficient in

Java/JavaScript
C#/C/C++
HTML5/CSS/XML
Android Studio
Bootstrap Framework
AngularJS Framework
Apache Web Server
MySQL/Oracle
Visual Basic
Adobe Photoshop,
Illustrator, & After Effects
Microsoft Office Suite
Windows
Linux
Android

COURSES TAKEN

- Data Communications & Networking
- Computer Security
- Wireless & Mobile Systems
- Data Structures
- Programming Principles I & II

PROJECTS

Project 1 (Android, SQL)

Android application to help monitor ALS patient's disease progression through a series of limb mobility and appendage dexterity assessments.

TROY M. BROWN

Objective

I am seeking a position that allows me to use the skills I've learned at Georgia Southern University as well as on my own.

EDUCATION

December 2017

Bachelor of Science in Computer Science, Georgia Southern University

EXPERIENCE

July 2016

Del Mar Fairgrounds, Senior Administrative Assistant (Del Mar, CA)

- Oversaw the submissions of Student Showcase artwork for the 2016 San Diego Fair.
- Created and clarified the accuracy of Microsoft ShowWorks showcase winners and their placement.
- Managed concerns and discrepancies of showcase submitters both over the phone and in person.

May - July 2015

RLM Communications Inc., Student Intern (Augusta, GA)

- Shadowed system and security administrators at the Augusta office and Fort Gordon Cybersecurity classrooms.
- Managed classroom software and system images.
- Assisted in IT Network diagnostics.
- Served as the assistant to the HR representative at the office.

July 2013

Emory University, Social Media Designer (Atlanta, GA)

- Set up social media pages for Emory Goizueta School of Business.
- Created graphics and other visual elements for staff member's web pages.

ACTIVITIES

Students of Business Technologies (SBT) member

Association for Computing Machinery (ACM) member

Habitat for Humanity ReStore Volunteer

Boys & Girls Club of Augusta Volunteer

Project 2 (LAMP, Bootstrap)

College course schedule builder for students. Courses database updated through scraping university's online course directory. Schedule visualized in a week planner view with time blocks occupied accordingly.

Project 3 (Android, AWS)

Android application that allows students to post and view geolocations that are points of interest on campus such as free food or a musical performance.

Project 4 (C#)

Windows game which utilizes OOD patterns. Users are to build as many sandwiches as possible in accordance to predetermined recipes displayed in the game's user interface.