

JASON LIBBEY

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PROJECTS

Fall 2015	Brick Ninja Developer, <i>Aeon Games</i> Brick Breaker-type video game built in Unity3D (using C#)
Summer 2015	Google Foobar
Fall 2014 – Spring 2015	Pitch Alerts Backend, <i>Covize</i> Fully-featured Ruby on Rails application responsible for handling Covize's Pitch Alerts, including: admin authentication, API for our native iOS app to use (and for eventual public use), Postgres database so we can host it on Heroku.
Fall 2014	A Spire to Defend Tower Defense video game built in Unity3D (using C#) Project Lead: built the game prototype, pitched the idea to VGDev to get more developers, taught Unity3D to other students, managed a team of developers to complete the game.
Spring 2014	CS 2340 Android App Basic financial tracker app, with custom UI elements built with CSS, connected to a PHP backend.

EXPERIENCE

Summer 2015	Business Intelligence Intern, <i>Decision First Technologies</i> Developed proof-of-concept executive dashboards for potential clients. Extended internal development tools, including working with SAP's SAPUI5, contributing to an ETL tool, and creating an installer to integrate a BOBJ server with Salesforce data.
Fall 2014 – Spring 2015	Events Coordinator Officer, <i>GIT MAD (Mobile App Development Club)</i> Coordinated events with companies in the College of Computing Corporate Affiliates Program (CAP) such as sponsored talks, join hacking sessions, and our annual Hackathon. Gave lectures on various advanced Android topics, such as implementing array-list adapters or integrating a login system using a 3 rd party API (such as Facebook) Built example/template Android apps that can be used as referenced code.

EDUCATION

Fall 2011 – Fall 2015	Bachelor of Science: Computer Science, <i>Georgia Institute of Technology</i> Major GPA: 3.5 Threads: Media and Intelligence
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