JASON LIBBEY

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PROJECTS

Android/Java	**Sports App**, *GIT MAD*
	A sports tracking app that takes real data from ESPN's API (before it went private) and shows scores for games. Also features an Android TV component.
Ruby on Rails/Web	**Pitch Alerts Backend**, *Covize*
	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.
Unity/C#	**Celestial**
	A simple mobile game built in Unity3D (using C#) and published on Google Play
	As a team of 2 developers and 2 artists, this was mostly a way of us getting a workflow together as a team, and to see a project through from start to finish.

EXPERIENCE

January 2016 – Present	**UI/UX Engineer**, *Ionic Security, Inc.*
	Developed the system admin dashboard for our clients, built using AngularJS, ES6, D3, node, and bower. Our testing suite included Jasmine with phantomjs, and dpxdt.
	Helped build our internal testing suite, which included integrating the dpxdt library as a means of regression testing our dashboard via screen shots.
Summer 2015	**Business Intelligence Intern**, *Decision First Technologies*
	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**, *GIT MAD (Mobile App Development Club)*
	Coordinated events with companies in the College of Computing Corporate Affiliates Program (CAP) such as sponsored talks, joint 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 3rd party API (such as Facebook)
	Built example/template Android apps that can be used as reference code.

EDUCATION

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