James Kellerman

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Objective To obtain a full time position as a Software Engineer.

Education Missouri University of Science and Technology May 2015

B.S Computer Science GPA: 3.8/4.0

Minor in Philosophy

Experience Garmin International Olathe, KS
Software Engineering Intern Summer 2014

• Designed and wrote mod tests for a new graphics library

• Found and fixed bugs/issues in the current user interface software

• Wrote and reviewed requirements for both new and existing software

• Collaborated with a team to problem solve and reach deadlines

Innovadex LLC Overland Park, KS
Summer Intern Summer 2011

• Updated company website using HTML

• Added and Edited Products and Suppliers to the website

• Researched future projects and gave presentations about them

• Set up and tested computers for demonstrations

Applebee's Corporation Lee's Summit, MO
Carside To-Go Specialist June 2010-August 2011

• Answered incoming phone calls to accurately and politely accept food orders

• Communicated with kitchen staff to expedite customer to-go orders

Handled food products and packaged appropriately for customer satisfaction

• Promptly and courteously delivered orders and accepted payment

• Self-promoted as well as promoted company policies and special offers

Computer MS Office MS Visual Studio C Git/GitHub Java Skills C++ SQL Jenkins Lua HTML

Projects Created and implemented a game in Lua for a portable gaming device

Implemented an Artificial Intelligence for Chess using different search algorithms in C++ Designed a small database and website for movie theaters using SQL, PHP, and HTML

Honors & Association for Computing Machinery (ACM)
Activities ACM SIG-Game (Designer of Droids in Spring 2014)

Phi Eta Sigma Honor Society Phi Kappa Phi Honor Society Dean's List (Fall 2011 - Present)

Perfect Attendance Award

Volunteer Tabitha's Closet Charity
Work Elementary Tutoring
National Honor Society