JAMES PIERRE PERDUE III | SOFTWARE ENGINEER

702-755-7790 | jmsperdue@gmail.com | LinkedIn https://www.linkedin.com/in/jpp3/

Software Engineer with proven academic excellence, professional leadership experience, and longevity. Lifelong learner driven to stay abreast of emerging technologies and solve challenging problems. Seeking Software Engineering opportunity to leverage and further develop skill set and make a positive impact.

LANGUAGES: C++ (Competent) | Python (Competent) | Java (Competent) | Assembly (x86-64, MIPS) (Familiar) | PHP (Familiar) | English (Native) | Spanish (Beginner)

TECHNOLOGIES: Android Studio (Competent) | Visual Studio Professional (Familiar) | Git/GitHub (Competent) | Salesforce (Competent)| Linux (Competent) | Windows (Competent) | macOS (Competent) | GDB Debugger (DDD) (Familiar) | Scikit-Learn (Competent)

CONCEPTS & METHODOLOGIES: Software Design and Modeling | Machine Learning | OOP |Personable | Strong Communication / Public Speaking Skills | Objective | multi-Functional | Forward Thinker | Independent | Self-Managing | Experienced Coach | Trainer | Mentor

EDUCATION & CERTIFICATIONS

BS, COMPUTER SCIENCE, Software Product Design and Development | 2021
University of Nevada, Las Vegas | GPA 3.36

PROFESSIONAL EXPERIENCE

PARADIGM IoT- LAS VEGAS, NV   **JANUARY 2022 – MARCH 2022**
SOFTWARE ENGINEER INTERN
- Implemented features for various applications in Java, PHP, and Python.
- Wrote elegant, self-documenting code, legible and palatable for other developers.
- Designed embedded systems software in collaboration with designers for clean interfaces and intuitive interactions and experiences.

CLARK COUNTY SCHOOL DISTRICT - LAS VEGAS, NV   **JANUARY 2020 – MARCH 2020**
SUBSTITUTE TEACHER
- Provided instruction and managed classroom environment in absence of regular teacher.
- Adhered to Lesson Plans and increased understanding of new ideas.
- Privately tutored junior high and high school students in core math to help supplement curriculum.

TECHNICAL PROJECTS

COMPILER | CS460: Compiler Construction
- Gained practical experience working in existing code both independently and in groups while completing an unfinished compiler for a "simplified" version of Java.

ACCESSIBLE GEOGRAPHICAL MAP LIBRARY IN QUORUM LANGUAGE | CS472: SOFTWARE PRODUCT DESIGN I
- Contributed to a geographic mapping library in the accessible Quorum Language for the blind and visually impaired.
- Became Familiar with version control systems and accessibility awareness and implementation.
- Worked in a group maintaining and exceeding deadlines.