

Justin Winningham

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Education

Sonoma State University - B.S. in Computer Science 2012 - 2015

Participated in multiple clubs (Computer Science and President of water polo club).

Upper division focus included: Networks/internet, theory of computation, game design and IOS development

West Valley College 2009 - 2012

Attended immediately after High School to play collegiate level water polo. Transferred to Sonoma State after 3 years. Notable achievements include becoming California State champion for water polo in 2010.

Major Accomplishments:

- **California State intercollegiate water polo champion 2010**

Professional Experience

Special Activities Instructor - City of Santa Rosa May 14 - Current

- Managing and coaching for a city sports program, ensuring safety of all participants, as well as providing an engaging environment for new players to learn.
- Designed and developed learning curriculum for first time players while still keeping more experienced players engaged and focused.
- Adapted complex topics into easily understandable concepts that all levels of students could understand, regardless of previous experience
- Little to no managerial oversight - able to complete work unsupervised efficiently

Water Polo Official - Independent Contractor (seasonal) Aug 14 - Current

- Directed and officiated Water Polo games while ensuring safety and control at all times, making fast, high pressure decisions with immediate consequence.
- Cover-to-cover memorization of the convoluted rulebook, and the applications of the rules therein.
- Illustrated professionalism at all times even during verbal harassment from spectators, coaches or players.
- Traveled to different locations (pools) to officiate on short notice, while maintaining a professional appearance and demeanor at all times

Computer Programming Volunteer (Turned into paid position) - Sonoma County Library 2014 - 2015

- Worked with other volunteers to help teach kids how to program in Java. Using popular game 'Minecraft', worked to link something kids enjoyed to a valuable skill that could be nurtured on their own time.
- Traveled to multiple Libraries across the county, including Ukiah, Guerneville, Santa Rosa, Rohnert Park, Sonoma, and Novato.
- Turned into a paid position, where responsibilities expanded to include recruiting and training of interns and volunteers, overseeing new team members during lessons as well as aiding said members with more advanced problems they were not able to communicate themselves.

Skills:

- C++, Java, Objective-C, Python, Javascript, CSS, and basic knowledge of Bash Scripting, Assembly, MYSQL, SQLite and Node.JS
- XCode, Visual Studio, Bash (emacs), Unreal, Unity, MySQL Workbench, Git, Trello
- Took up leadership roles in projects, and followed team plan when not in leadership position
- Strong communication skills/ group speaker
- Working knowledge of Calculus, Statistics and linear algebra
- Created multiple small mobile and desktop games

Notable Projects

IOS experience - University Capstone (Senior Project)

- Worked in a 3 man team on an IOS game, mainly in Objective - C, using event handlers in conjunction with linear algebra. Primarily worked on UI / Menus, Testing and debugging, XCode and mysqlite
- Worked in creation and implementation of back end data structures using XCode for IOS

Mobile Browser project - Android / HTML 5

- Mobile App with Google maps integration which would add pins to a map with notes, allowing user to put a note down in a certain spot as a reminder in an mySQL Database backend. Primary job, Google maps API integration, debugging and testing, as well as database setup
- Exhibited expertise in Integration of 3rd party API's, knowledge and use of Git, and public speaking (had to present progress weekly to large group). SCRUM style agile development cycle

Game Design project - Unreal Engine 4

- 3 man team. Worked mostly alone with a software suite that was relatively new to me at the time, created a basic racing game with emphasis in world building and particles. Primary job was to make UI / Menus for settings, as well as game flow between scenes. SCRUM style agile development cycle

References:

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Rebecca Forth
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