CAMMY CODER

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EDUCATION

Auburn University   Auburn, AL
Bachelor of Science in Computer Science   May 20xx
Cumulative GPA: 3.71 / 4.00

SKILLS

- Programming Languages: Java, Python, HTML, CSS, JavaScript, SQL (SQLite)
- Frameworks and Libraries: jQuery, Angular, ReactNative
- Tools and Environments: Android Studio, Gradle, Jupyter Notebook, Node.js, CLI, Git
- Spoken Languages: English, Spanish, Conversational French

WORK EXPERIENCE

Auburn University Housing   Auburn, AL
Developer   May – December 20xx
- Redesigned most web pages to make AU Housing a more user-friendly site by re-thinking information layout.
- Cleaned the server through a code shake-down which eventually led to a 90% reduction in size encouraging faster loading times.
- Implemented strategic DOM content loading to ensure fast loading and a positive user experience.
- Built a Microsoft SharePoint website for Auburn Housing, integrating robust, yet low-cost forms with automated email workflows through Microsoft Flow.
- Enabled Auburn Housing to enhance communication, streamline workflow, and improve decision-making with comprehensive analytic reports via Microsoft Power BI and Google Analytics.

PROJECTS AND TEAMS

AuburnHacks   Auburn, AL
Co-Founder, Logistics Lead, Technical, and Marketing   March 20xx – February 20xx
- Led the organization of Auburn's first programming event at Auburn University to promote learning through practical application.
- Communicated with new companies to recruit from Auburn and identify talent.
- Designed and deployed website and registration system to streamline the sign-up process.
- Managed the logistics of the event, ensuring enough resources to hold the event for 250 students to learn and grow as developers of the future.

FitMe (Android App)   Auburn, AL
- Designed and implemented a workout generator and nearby gym locator in Java.   September 20xx – March 20xx
- Developed features like REST data loading, local SQLite storage, and widget functionality to enhance use engagement.
- Integrated Google Play Services like Maps to retrieve and display relevant location data.

Coding Club   Auburn, AL
Coder   August – December 20xx
- Created a text-based adventure game with a graphical interface in Python in collaboration with a team of six.

CERTIFICATIONS

Udacity
Deep Learning Nanodegree   January 20xx - Present
- Developed six deep learning projects using Anaconda and Juptyer notebooks.
- Built and implemented a variety of neural networks using Python and PyTorch.