

Breanna Murray

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Objective

To obtain an internship in the field of Software Engineering in order to expand my knowledge of software development.

Education

The University of Texas at San Antonio

August 2013 – December 2017

San Antonio, TX

B.S. Computer Science: Software Engineering

Skills: Java, HTML/CSS, Bootstrap, C, MATLAB, JavaScript, SQL

Work Experience

Rowdy Radio

February 2016 – Present

Software Engineer

- Assist with developing a Rowdy Radio iOS app which includes new content and features for mobile users
- Update the current Rowdy Radio web app to make it more user-friendly and aesthetically appealing by creating a cleaner design and implementing user forms using Bootstrap, PHP, and AJAX
- Assist with the development of a membership application page using PHP

Engineering Projects in Community Service (EPICS)

August 2015 – December 2015

Project Design Lead

- Served on the Web-based Interactive Software Engineering (WISE) team assigned to finish the ePicks web app by developing the back-end using SQL and PHP
- Created the database for the website to display the EPICS teams and filter them appropriately
- Served as the Design Lead to facilitate meetings, keep the team updated and on track for deadlines, implement Agile SCRUM methodology, and make executive decisions on the overall design of our product

Projects

- Created a desktop and mobile version of a web app, Roots to STEM, using Bootstrap, HTML, and CSS
- Designed and coded touchscreen GUI system in MATLAB to be used by pilots in commercial aircraft
- Created the database for the Purdue University EPICS ePicks web app
- Developed and maintains the RowdyHackers website

Involvement

- RowdyHackers – *Founder, President*
- Major League Hacking (MLH)
- National Society of Black Engineers (NSBE)
- Zeta Phi Beta Sorority, Inc. – *Treasurer*
- Volunteer Organization Involving Community Education and Service (VOICES)

