

Joshua Shaffer

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Objectives:

To obtain an internship in software development, IT services, and/or embedded systems for the summer of 2017.

Education:

Texas A&M University, College Station, TX
Bachelor of Science in Computer Science, GPA 2.8, December 2018

Experience:

Lucy Hill Patterson Memorial Library, Rockdale, TX
Volunteer IT Helper, Summer 2016

- Advised and implemented equipment upgrades.
- Trained clients in basic technology use.
- Administrated website.

Involvement:

Christian Engineering Leaders, Texas A&M University
InReach Committee, 2014-2015

- Planned and organized internal events

Vacation Bible School, Rockdale, TX
Arts and Crafts Assistant, Summer 2016

FIRST Robotics Competition Team 2882, Katy, TX
Team Captain, 2014

- Trained new team members.

Lead Programmer, 2013-2014

- Programmed NI cRIO with LabVIEW and Java.
- Designed and assembled electrical system on robot.

Languages:

C#, Python, C++, Matlab, JavaScript, HTML, Java, Bash, Lua, LabVIEW

Technologies:

Arduino, Raspberry PI, NI cRIO, Unity3D, Git, Github, Bitbucket, SourceTree

Projects:

Talking Clock, Java

A simple app that displays an animated clock and announces the time by stringing together sound clips I recorded.

Retro CPU Monitor, Arduino Uno, Python

A device that displays cpu and memory loads using ammeters and LEDs. The lack of GUI reduces overhead and observer effects.

Spider Game, Unity3D, C#

A 3D platform where the player sticks to surfaces like a spider. Includes moving surfaces. This is a work in progress.