Michael Jones

Objective

To obtain a cooperative education position in the design, development, and testing of software products and computing systems.

Available May to August 2017.

Education

Rochester Institute of Technology Rochester, NY

Bachelor of Science in Computer Science, expected May 2020 Web Development Minor in progress

Business Management Minor in progress

GPA: 3.84

Dean's List: Fall 2015, Spring 2016, Fall 2016 **Courses:** Concepts of Computer Systems,

Computer Science Theory, Web & Mobile Development, Computer Science 1&2, Intro to Software Engineering

Experience

Student Technical Assistant

RCS Central School District June – Aug 2016

- Assisted Systems Administrator in various network maintenance tasks
- Maintained inventory of all IT hardware, including computers, tablets, and projectors
- Assisted users with software and hardware malfunctions and set-up
- · Imaged and set up new computers for replacement

Assistant General Contractor

Jones Remodeling LLC June 2011 – Aug 2015

- · Practiced planning work and budget
- · Learned to adjust plans when faced with challenges
- · Performed well in a physically taxing job

Contact



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github.com/MichaelScottJones

Skills

Programming Languages:

C, C++, Java, Python, HTML

Operating Systems:

Microsoft Windows, Android, Linux/UNIX, Mac OSX

Development Software:

IntelliJ, PyCharm, Code Blocks, Microsoft Visual Studio, BBedit, Nano

Software:

PuTTY, Git, Microsoft Office Suite

Other:

- Eager and able to learn new tasks and processes quickly
- Extensive leadership education and experience
- Comfortable and cooperative in a team environment

Activities/Interests

Eagle Scout 2013

Best Newbie Hack BrickHack 3

· RIT Rock Climbing Club 2015 -

· Theater Stage Manager 2012-15

· Web Design – intro level

· Tennis, Golf

Projects/Labs

- · Built an Android app with a small team using computer vision and HTTP requests
- · Currently working on a 4-person team developing a web application
- · Developed a Java based Sudoku-type game with a partner, with GUI and backtracking algorithm
- · Developed a Mastermind game in Java with a JavaFX GUI and modern flat UI design
- · Created a text file encoding/decoding program in C using the Huffman compression algorithm