Maria Deslis

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EDUCATION

Colorado School of Mines Dec 2014

Bachelor of Science: Math and Computer Science

EMPLOYMENT (REFERENCES UPON REQUEST)

Clean Energy Collective, Louisville, Co

March 2016 - April 2017

.NET Developer

Developer Role: Work on web and mobile applications for utility building for solar panels as well as help with internal company software. Facilitate learning for junior developers as well as help keep communication going between seniors and juniors

Learned: Angular JS, Full-Stack Development, MVC, Bug fixing

Received "HOT SHOT!" award

Tyler Technologies, Lakewood,Co

Jan 2015 - March 2016

Software Developer: Incode 10 PTM Learned: .NET Development, LINQ

Received 2nd place in internal company code competition

LDS Executive Coaching, Superior, CO

Jan - March 2014

Client: Dr. Elia Gourgouris and Gail Halladay http://www.ldsexecutivecoaching.com Client Goal: Create a professional looking website that will show his skills and work

Developer Role: Use HTML, CSS, Javascript and PHP to create a website the client needed and was satisfied with

Learned: Client/Dev communication, Secure Forms and Prepared Statements in PHP

SKILLS/STRENGTHS

LANGUAGES WEB DESIGN

- Java [intermediate]
- FORTRAN [intermediate]
- C/C++ [intermediate]
- SQL [intermediate]
- Linux/UNIX Bash Script [basic-intermediate]
- Ruby [novice]
- Python [novice]

- HTML [intermediate]
- CSS [intermediate]
- Javascript [basic-intermediate]
- PHP[intermediate]
- Angular JS [basic-intermediate]
- SOFTWARE OPERATING SYSTEMS
- GIMP [intermediate-advanced]
- Visual Studio 2013-2015
- SQL Server

- Linux/Unix
- Windows

COMMUNICATION

INTERNATIONAL

- Strong public speaking
- Strong technical/non-technical writing
- Fluent in Greek
- Proficient in French

RELEVANT EXPERIENCE

Field Session, Mentorship

Summer 2014, Summer 2015

Client: The Giving Child

Client Goal: Engage, educate, and empower children to help their peers with the water crisis Developer Goal: Mentor current group of developers to guide them to create the app requested of them from the client as well as give any resources and knowledge they needed to complete their tasks

Field Session, Created Android App: "Revolution:H2O"

Summer 2013

Client: The Giving Child

Client Goal: Engage, educate, and empower children to help their peers with the water crisis Developer Goal: Create an engaging and well-designed game for the client to achieve client's goal

Player Goal: Help character get clean water for her village by gathering materials to build a well Learned: Agile, Scrum, AndEngine and AndEnginePhysicsBox2DExtension

FIRST Robotics, Team 1245, Lead Web Design and Coding

2007-2009

Received Award Senior Year for Website Design and Coding (2009)