

David Woodman

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Projects: <https://github.com/Peridactite>

SUMMARY: I have a very strong intuition for understanding code, and I am driven to be on the forefront of this quickly advancing industry.

EDUCATION

University of North Carolina Charlotte, Charlotte, NC

Dec 2019

- Major: Computer Science (BS)
- Minor: Math
- Senior: **3.76 GPA**

SKILLS

- Java, Selenium/Appium, SQL, Javascript, Python, HTML, Git, Excel, PowerPoint, Blender 3D
- Compassionate, Diligent, Analytic, Quick Programmer/Typewriter/Learner/Worker, and an Innovative Problem Solver
- Coursework: Robotics, Web Development, Data structures and Algorithms, Databases, Game Development, Logic and Algorithms, Linear Algebra, Calculus 2, Statistics, Economics, Psychology

PROJECTS

- Develop a 3D graphing calculator to represent Calculus math with Java 3D library (personal)
- Develop a randomly generated sine wave that bends to simulate a river (personal)
- Develop a productivity visualization mobile app on Android (personal)
- Develop a 3D Virtual Reality basketball game with Unity for Oculus Rift and Vive systems (personal)
- Design and build a polymorphic Graphical User Interface capable of storing data on Gym members
- Program a script that reads a file of DNA strands and deciphers their name and type in Java

PROFESSIONAL EXPERIENCE

Electrolux

Charlotte, NC

Test Automation Intern

April 2018 – Present

- Built a test suite from scratch that verifies end to end mobile app functionality through automated testing.
- Built test cases in Cucumber and JUNIT to reveal bugs and pinpoint the exact cause
 - Pair programming with attention to teamwork, positivity, and efficiency
- Independently developed software to process weekly database records and process the data into a readable report with enriching and helpful information
- Prepare project plans in a timely fashion using JIRA bug tracking, Kanban organization and Gantt project planning
- Make presentations geared towards explaining code architecture to the consumers and managers