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OBJECTIVE Seeking full-time employment in software development or testing.

EDUCATION **Texas A&M University**, College Station, Texas
Bachelor of Science in Computer Science May 2013
Concentration in Information and Intelligent Systems
Minors in Communication and Mathematics
Major GPA: 3.50
Overall GPA: 3.16

RELEVANT COURSEWORK

CSCE 315	Programming Studio
CSCE 431	Software Engineering
COMM 320	Organizational Communication
COMM 330	Technology & Communication

TECHNICAL SKILLS

Programming Languages
Proficient In: C++, Java
Experience In: C, C#, DQL, Haskell, HTML, JavaScript, Python, SQL, XML, y86

Mobile Development
Android: Academic experience
Windows Phone: [Developer Name: Jacob Petersen](#)

Frameworks/Technologies
Apache Struts
Documentum
Flex/Bison
JavaBeans
JavaServer Pages
JUnit

Productivity Tools
Caliber RM
Microsoft Office

RELEVANT EXPERIENCE

Hewlett-Packard, Austin, Texas
HP.com IT Developer Intern August 2012 - Present

- Continued support and development for summer projects
- Work with global content management team
- Design and develop web applications for content management development and business teams

HP.com IT Developer Summer Intern May 2012 – August 2012

- Worked with the global content management team
- Developed a dashboard to track documents through two different content management systems
- The web applications were developed in Java using JSP and Apache Struts
- Windows Server Administration Information for the dashboard was gathered by querying an Oracle server running Documentum

PROJECTS

Android App Project, The Demotivational Runner
A treadmill running app, that makes fun of the user as they run, as well as track their progress

- Served as project manager for the 3 person group, in charge of documentation, progress reports, final report, presentations, and pulling everything together
- Developed the user interface, and most of the program's functionality
- Programmed test cases using the JUnit framework

Reversi Game Project
A Java application that lets you play Reversi, AKA Othello, against a friend, foe, or an AI

- Served as project manager for the 3 person group, in charge of documentation, progress reports, final report, presentations, and pulling everything together
- Developed 5 different AIs for the game, one using a random move algorithm, one using a greedy
- Helped develop and test the user interface, as well as game rules Developed the server/client aspect of the application