## RHAMSEZ THEVENIN

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## EDUCATION

**B.S. in Software Engineering, Rochester Institute of Technology** **May 2025**

GPA 3.58/4.00 Awards: Dean's List

## WORK EXPERIENCE

**Software Engineer Co-Op | IDI Billing Solutions** **Jan. 2023 – Dec. 2023**

- Collaborated with a team of six to develop applications for internal use, including web application and web service development
- Participant in research and evaluation of new technologies in the software development field
- Proactively communicated project progress to the supervisor and other stakeholders by following agile practices

**Software Engineer (Contractor) | Midnight Mansion** **Sep. 2022 – Present**

- Collaborated with a coworker to develop and maintain websites for the MIT course "Product Engineering Processes"
- Worked with a team of four to implement designed prototypes into fully functional and responsive pages for web-based staff websites and public consumer websites of an emerging startup company

## RELEVANT PROJECTS

**CostGuard Billing & OSS | Work Project** **Jan. 2023 – Present**

Maintained and developed additional features and modifications for a billing and operations support system that supports business activities of communication service providers, which in turn improves business efficiency, increases launches of new products and services, and simplifies the order management processes.

- Reconstructed requirements from various customers into distinct user stories. Level of effort and comments on such stories are determined during frequent planning meetings
- Modified pre-existing code, scripts, documents, and databases that are deemed necessary to resolve the user story
- Written unit tests and automated tests to run against code, as well as participated in functional testing to ensure the quality of our applications
- Deploys modifications into updated branch that is released into production bimonthly

*Tools: Visual Studio, C#, XML, SQL Server, .NET Core, Azure DevOps*

**MIT 2.009 Websites | Work Project** **Sep. 2022 – Dec. 2022**

Developed an academic website that is used throughout the semester for course updates and peer reviews. An additional website was made for the final presentations of the course, which also acted as an attendance tracker for the event.

- Received feedback and requirements from employer and instructors on any modifications to the websites
- Utilized backend APIs to communicate with databases, word processors, and spreadsheets what withholds essential information regarding the course
- Develop pages that displays documented results, and artifacts from different stages, or reviews based on students' individual contributions in the course
- Pushed mobile application into GitHub for public review

*Tools: VS Code, React, Next, Supabase, Git, Vercel*

**Progressive Overload Application | Personal Project** **June. 2022 – Aug. 2022**

Developed a mobile application that can track workout schedules and incremental progress through various exercises. The mobile application stores fitness milestones and workout schedules to track progress via progressive overload.

- Gathered information from various fitness applications and solicited negative criticisms from fitness application users to help design and implement favored features
- Designed domain model to determine relationships between features. Designed sequence diagrams to determine communication with pages and document database
- Implemented interactive elements to navigate through the application and to create workouts. Connected to a document database to store fitness data
- Pushed mobile application into GitHub for public review

*Tools: VS Code, React Native, Redux, Android Studio, Java, MongoDB Realm, Git*

**Digital Portfolio Application | Personal Project** **May. 2022 – Aug. 2022**

Developed an application system that allows a user to catalogue and organize their software projects as a personal portfolio. Constructed a desktop platform with user authentication that stores self-developed applications and games with an embedded high-score system.

- Referenced features from widely known application and game platforms to establish requirements
- Designed a MVVM architecture to facilitate the separation of the user interfaces and the business logic for the platform
- Implemented a user interface to display data based on user and game information, provided back-end logic to communicate with an external database
- Pushed desktop application into GitHub for public review

*Tools: Visual Studio, C#, XAML, SQL Server, WPF, .NET, Azure, Git*