

Romin Kershaw |

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GitHub: <https://github.com/Rominkc>
Portfolio: <https://rominkc.github.io>

Technical Skills

Languages: JavaScript, HTML, CSS, SQL, Java, C#, Lua

Libraries/Frameworks: React.js, Redux, Node.js, Express, Bootstrap, Unity, Corona SDK

Tools/Technologies: Git, MongoDB, Mongoose, Heroku, Netlify

Education

Bachelor of Business Administration in Computer Information Systems

Baruch College/CUNY - Zicklin School of Business- Dec 2017

Major GPA: 3.6

Work Experience

Freelancer (Software Tester and Tutor), Summer 2017 – Winter 2018 Queens, NY

- Elucidated in easy-to-understand language various complex terms and paradigms, from programming languages such as Java, to students on *Chegg.com*
- Documented software defects and reported defects involving program functionality, output, online screen and content to software developers of the Android mobile app *MessageCube*

Office Intern at Bedford Stuyvesant Restoration Center, Summer 2017 Brooklyn, NY

- Maintained company's Excel spreadsheet and created excel formulas to increase data entry efficiency by 75%
- Answered incoming office calls, and followed up on Summer Youth Employment Program participant's voicemails

Projects

UpNxt Crypto - Website – JavaScript, HTML, CSS with React.js, CryptoCompare API, and Victory.js

- Created a cryptocurrency analytics website that displays the current market's top twenty cryptocurrencies, cryptocurrency news articles, and allows users to search through historical data for thousands of coins
- Designed a responsive user-friendly website with information for users completely new to the cryptocurrency world

Damage to Kill Overwatch – Web Application – JavaScript, HTML, CSS with React.js

- Developed a web application for millions of users that allows them to calculate the damage capabilities of any of the heroes in the video game *Overwatch*
- Formulated four damage calculation algorithms, with React's Hooks API, that solved the four different ways heroes' damage abilities can react when encountering armor

Project Random Password Generator (RPG) - Android Phone Application – Lua with Corona SDK

- Operated as team's sole developer, and engineered a password generation algorithm that improved an outdated password generation technique by increasing user security and running in O(1) time
- Evaluated project's requirements to determine the project's scope, planned project's lifecycle (agile) using Microsoft Project, and utilized a requirements traceability matrix to assure that all project requirements were met

Block Slice 2D (Beta) – Web / PC Application – C# with Unity

- Deployed the beta of a mouse accuracy game on *newgrounds.com* and accumulated more than 2700 users
- Debugged multiple problems such as improper object instantiation, or objects not properly scaling to different screen sizes