

# SHANDON MITH

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## Objective

To obtain a co-op position in Software Engineering. Available January- August 2023.

## Education and Training

### Bachelor of Science, Computer Science

Expected in May 2025

Rochester Institute of Technology — Rochester, NY

- 3.4 GPA
- Relevant Courses: Concepts of Computer Systems, Principles of Database Management, Introduction to Artificial Intelligence.

## Skills

### Programming Languages

- JavaScript/TypeScript
- Python
- Java
- C/C++
- SQL
- R

### Frameworks

- React
- Angular
- Spring Boot
- Express
- JQuery

### Tools

- Linux/Unix
- Git/GitHub
- Docker
- APIs
- D3
- MySQL and PostgreSQL
- Firebase
- Node.js
- MongoDB
- HTML
- CSS/SASS
- Bootstrap 5

## Experience

### Web Developer Intern

May 2022 to Aug 2022

Snapbrillia — Remote

- Built website content and designs using **React and Bootstrap 5** for Snapbrillia's main web applications, including navigation bars, subscription cards, and modal forms.
- Learned about the **MERN** stack and acted in accordance with **Test Driven Development**.
- Followed **Agile** best practices, including bi-weekly sprints, daily standups, and documentation.

### Freelance Software Engineer

Jan 2021 to May 2021

The Nielsen Company — Remote

- Led server-side development of the Nielsen Around the World web application with **Node.js** and **Webpack** to allow the application to compile in a deployable build.
- Worked on containerizing Nielsen's Yourls **Apache** application with **Docker**.
- Followed **Agile** best practices, including bi-weekly sprints, daily standups, and documentation.

### Software Engineer Intern

Jul 2019 to Aug 2019

FTI Consulting Inc. — New York, NY

- Worked with the software solutions team on **data visualization**.
- Designed charts and graphs using **D3** and **Chart.js**, along with integrating them with an API database.
- Developed a web application to host multiple charts and graphs using the **Angular** framework.
- Followed **Agile** best practices, including bi-weekly sprints, daily standups, and documentation.

## Projects

### CourseWork (e-commerce site)

Worked with a team to design and maintain an e-commerce site that sells courses. Utilizing the **Spring Boot Java framework** and **MongoDB** to design a **Rest API** for our backend, along with **Angular** for our frontend. Our site allows the admin to create, edit, and delete courses and for customers to buy them.

### Hoppers

Replicated the board game Hoppers. Employed both **Java** and **Javafx** to program the rules of the game. Created both a **CLI** and **GUI** version of the game. Users can also attempt to solve multiple puzzles.