SHANDON MITH

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Objective

To obtain a co-op position in Software Engineering. Available May- 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 Snabrillia'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**.
- Folllowed **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-commerse 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 **Java** to program the rules of the game. Created both a **CLI** and **JavaFX GUI** version of the game. The hint button uses the **Breadth First Search** algorithm to move pieces in the correct way to win.