Shawn Hyder

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Summary: A Software Engineer with a B.S. in Computer Science, with a drive to learn more and experience designing and developing applications, with a proven record of collaborating with diverse teams to create high quality software projects.

Skills

Languages: C, Java, Python, SQL, JavaScript, XML, CSS
Technologies: Jira, Android Studio, SQLITE3, MySQL, Firebase, Github, Godot, VSCode
Concepts: Design Patterns ,Databases, Programming Paradigms, Network concepts, Waterfall development, Agile, Scrum, Software Engineering, Information Security, Networks, Mobile App development, Software Testing, Test cases, Requirements, Domain Modeling, Agile Unified Methodology, Time Complexity, Graphs, Trees, AI, Algorithms

Education

The University of Texas at Arlington – 2024 B.S in Computer Science– GPA 3.2
Relevant Coursework: Data Structures and Algorithms, Programming Languages, Databases**,** Object Oriented Programming, Object Oriented Software Engineering, Software Testing and Maintenance, Operating Systems, Theoretical Computer Science, Software engineering, Software Project Management, Networking, Information Security, Professional Practices

Projects

Our Scene
- Designed and developed a web application using React, AWS Amplify and Tailwind CSS to connect fans, artists, venues and promoters in the DFW music scene for thousands of users and speeding up the time up to 60% based on the traditional method of booking shows. Included user auth and data storage with Amazon Cognito with user experience and security in mind
- Spearheaded the creation of Documentation of the application prior to implementation including the Requirements specification, Architectural Design Specification, Detailed Design specification, and Use case Documents as well as final document creations and project wrapup

Student Information Exchange
- Engineered an Android application with Java and Firebase, enabling UTA students to connect, post items for sale, communicate via messaging and make posts on a community wall all with low load times and quick retrieval from the database. Utilized CSS and XML for front-end design using the waterfall development methodology
- Charged with leading the Final weeks of development including project closeout

AI Max Connect 4
- Implemented a Connect 4 AI game using Python, featuring AI vs AI and player vs AI modes. Utilized depth-limited, breadth-first search, and minimax algorithms to achieve efficient AI decision-making.

Library Management System
- Created a library management system using Python, SQLITE3, and MySQL, allowing users to manage book rentals and inventory. Used SQL queries for functionality like checkout, inventory updates, and search four 6 libraries and hundreds of books. Tkinter Library used for the GUI

Dungeons and Dragons Combat Simulator
- Designed a Dungeons and Dragons combat simulator using Java and the swing library, supporting both player vs environment and player vs player modes. Established turn-based combat rules, custom weapon and creature importing and a 2D sprite-based board

Cisco Packet Tracer Routing Topologies
- Configured network topologies with static routing, RIP, and OSPF protocols using Cisco Packet Tracer, and allowing inter-subnet communication in 3 milliseconds via subnetting and routing

Information Security
- Achieved top scores in Information security challenges, demonstrating expertise in buffer overflows, remote code execution, SQL injections, and encryption techniques using C.

Experience *Other jobs from 2009 to 2019 omitted for project space

Owner/Manager, Main Street Beer and Wine – Crowley, TX   2019 – Present
- Managed Business operations including employee training, merchandising, scheduling, payroll and Ordering
- Lead a team of employees and delegated each member responsibilities leading to an increase of sales about 10% a year