A University of Redlands Computer Science graduate with strong proficiencies in front-end programming, back-end development, specialties in Android programming, and web design

## work experience [Approx. 1 Year]

### *Android Software Engineer* September 2016- Current

**Advanced Mobile Payment Huntington Beach, CA**

* Built and designed intent based API protocols to facilitate contact, contactless, and magnetic stripe transactions.
* Developed in both high level Java and low level C++ programming.
  + This involved communicatating between the two languages using Android’s JNI interface.
* Utilized various skills such as Java, C++, XML, Gradle, and INI to complete all of the tasks assigned to me.
  + I am task oriented: I completed my first project two weeks ahead of schedule, my second project a week ahead of schedule, my third project on time. and my fourth project on schedule.
* Normally a full team is deployed to handle the tasks that I accomplished: QA, Customer Support, and Development during US hours and Dubai hours [Average 8-12 Hours/ Day].

## Relevant Projects

## *Big Payment Project October* 2019 – July 2020

**Advanced Mobile Payment**

* Established serial communication between our payment device and a third party device.
  + This task was no easy task as Android does not support USB communication, especially across our proprietary cables, so I established communication protocol that carried a JSON payload, bidirectional, between the third party device and the buffer on our device.
  + I originally attempted to use open source API libraries to achieve this task, but our hardware did not recognize the client device due to firmware limitations.
* Facilitated communication between multiple devices across hundreds of classes, across several different communication protocols, and between several different languages.
  + [3rd party App 🡪 (USB) 🡪 My App 🡪 (Intent API) 🡪 My Other App 🡪 (HTTPS) 🡪 Gateway 🡪 …]
  + USB Communication, JSON parsing into pipes on sending app, intent handling on receiving app, and higher level payment logic handling.
* Features Included: Fullscreen Android UI, Disabled Navigation and Status Bars, USB Serial Communication, Intent-Based API’s, and JNI Interfacing,
* During this project, I controlled my own schedule, and I finished the job despite all of the roadblocks encountered.

## Education

### B.A. in Computer Science June, 2019

### University of Redlands Redlands, CA

* **Concepts:** Inheritance, OOP, Multithreading, Serial Communication, Intent Based API, JSON Payload Management, Version Control Management, and thorough Android debugging.
* **Classes:** Introduction to Programming; Data, File Structures, OOP; Programming the World Wide Web; Multimedia and Game Programming; C++ Programming; Mobile Programming; Database Management; Programming Languages; and Senior Capstone.
* **Class Code:** <https://github.com/SheltortoiseUSA?tab=repositories>

## skills

* **Programming:** Java, C++ , HTML, XML, CSS, PHP, INI, JavaScript, ActionScript, Source Control, Git, SQL, Issue Management, Group Collaboration, and Working Independently.
* **Software:** GitHub, Android Studio, Animate, Atom, Eclipse, Code Blocks, SourceTree, Bitbucket, Confluence, JIRA, Teams, Beyond Compare, SourceInsight, Docklight, Illustrator, Photoshop, InDesign, Audacity, Premiere, Acrobat, Word, Excel, PowerPoint, and Access.