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 [22 Months ~2 YearS]

### *Android Software Engineer SEPTEMBER* 2019 – PRESENT

**Advanced Mobile Payment Huntington Beach, CA**

* I built and designed intent based API protocols to facilitate contact, contactless, and magnetic stripe transactions.
* This required communicated between Java and C++ using Android’s JNI interface in order to extract card data from the C++ layer, store relevant data in the local database, interpret all data for integrity and approval of the transaction, relay all payment data to the Gateway and Payment Host, and relay all relevant UI information to the Java layer.
* Normally a full team is deployed to handle a single applicaiton, but I was given sole dominion over my integration.

## Relevant Projects

## *Payment Applicaiton October* 2019 – Present

**Advanced Mobile Payment**

* I facilitated communication between multiple devices across hundreds of classes, across several different communication protocols, and between several different languages.
  + The purpose of this application was to accept a card tap, insert, or swipe, then relay all data to the appropriate endpoints in order to facilitate the charge on the card.
  + I handled development, quality assurance, customer support, firmware deployment, and software deployment for this application.
* Tasks Included: Restful HTTPS Communication, Payment Host Integration, Gateway Integration, API Management, Receipt Protocols, Payment Industry Protcols and Security, and Performance Optimization.
* During this project I controlled my own schedule, and I finished all tasks presented to me, as well as prevented blockers from multiple different layers of the integration.

## *Interface Application October* 2019 – AUGUST 2020

**Advanced Mobile Payment**

* I created a restful serial interface that interfaced between a 3rd party device and our payment application.
  + This was no easy task as Android does not support native USB communication, especially across our proprietary cables.
  + Despite problems with hardware and native Android software, I was able to establish a robust serial interface that made integration for customers easier, and more financially secure.
* This project included thorough documentation, systematic testing, efficient debugging, and stable interfacing.

## Education

### B.A. in Computer Science *SEPTEMBER* 2015 – JUNE 2019

### University of Redlands Redlands, CA

* **Concepts:** Inheritance, OOP, Multithreading, Serial, REST, Intent Based API, JSON Payload Management, Version Control Management, and thorough Android Debugging.
* **My Personal Company Repository:** <https://github.com/sheltoidusa>
* **My College Code Repository:** <https://github.com/sheltortoiseusa>

## skills

* **Programming:** Java, C++ , HTML, XML, CSS, PHP, INI, JSON, 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, Postman, Illustrator, Photoshop, InDesign, Audacity, Premiere, Acrobat, Word, Excel, PowerPoint, and Access.