

martin.frackerjr@gmail.com  
(979)-676-5680

**Martin Fracker, Jr.**  
www.martinfrackerjr.com

907 Cross St., #733B  
College Station, TX 77840

## EDUCATION

### Texas A&M University - College Station, TX

*B.S., Computer Science, Since Aug 2013*

Major GPA: 4.00

Overall GPA: 3.6

Expected to graduate May 2017.

Relevant computer science courses:

- CSCE 411, Design and Analysis of Algorithms
- CSCE 315, Programming Studio
- CSCE 221, Data Structures and Algorithms

## EXPERIENCE

### Improving - College Station, TX

*Associate Consultant, Apr 2016-Present*

As a technical consultant working for a variety of clients, made significant contributions to various web applications, including an application to keep track of job candidates, as well as a loan and insurance application system. Used and became familiar with many different kinds of technologies such as ASP.NET Web API, ASP.NET MVC, AngularJS, Twitter Bootstrap, Less, SASS, Typescript, MYSQL DB, and Raven DB.

## CERTIFICATIONS

### Professional Scrum Master I

**Jul 2016-Present**

Certified by [Scrum.org](http://Scrum.org).

## PROJECTS

### ARM Management Operations Web App / Web Developer

**May 2016-Present**

Currently working in a cross-functional scrum team of six developers to develop a management operations web application for a company which provides risk management solutions for agribusiness. Using the Agile Scrum methodology and technologies such as AngularJS, ASP.NET Web API, Jasmine, Twitter Bootstrap, and Highway Data, my role has been that of a front- and back-end web developer.

### Interview Web App / Web Developer

**Apr-May 2016**

Configured, designed, and developed the initial iteration of a web application that would allow hiring staff to record and view candidate details online. Using technologies such as ASP.NET MVC, Highway Data, RavenDB, and Twitter Bootstrap, my role was that of a front- and back-end web developer.

### High Noon / Game Designer and Lead Developer

**Feb 2016**

Coordinated graphics and user interface design. Oversaw integration of user interface and game rules implementations in the Unity 3D game engine.

## COMPUTER SKILLS

**Languages:** C, C++, C#, Ruby, Java, Javascript, Bash, Haskell, Lua, L<sup>A</sup>T<sub>E</sub>X.

**Applications:** Visual Studio, Emacs, Vim, Unity 3D, Git, JetBrains.

**Operating Systems:** Linux, Unix, Mac OSX, Windows.