martin.frackerjr@gmail.com   **Martin Fracker, Jr.**   907 Cross St., #733B
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EDUCATION

Texas A&M University - College Station, TX

B.S., Computer Science, Starting Aug 2013
Major GPA: 3.85
Overall GPA: 3.4
Graduated May 2017.
Relevant computer science courses:

- CSCE 438, Distributed Objects Programming

- CSCE 463, Networks and Distributed Processes

- CSCE 411, Design and Analysis of 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, Jenkins, AngularJS, Selenium, Protractor.NET, Twitter Bootstrap, Less, SASS, Typescript, MYSQL DB, and Raven DB.

CERTIFICATIONS

Professional Scrum Master I

Jul 2016-Present
Certified by `Scrum.org`.

PROJECTS

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 together with test-driven development and technologies such as AngularJS, ASP.NET Web API, Jasmine, Jenkins, Selenium, Protractor.NET, 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, LaTeX.
Applications: Visual Studio, Emacs, Vim, Unity 3D, Git, JetBrains.
Operating Systems: Linux, Unix, Mac OSX, Windows.