Software Developer Software Developer Software Developer - University of Oregon, CASLS Eugene, OR Work Experience Software Developer University of Oregon, CASLS - Eugene, OR September 2018 to July 2019   Full stack web development of https://catalyst.uoregon.edu using the PHP-based Yii Framework PHP, MySQL, JavaScript, jQuery, HTML, CSS in an MVC architecture Implemented features for, debugged, tested, and deployed an iOS-based e-portfolio for language learners using Objective C and XCode   Designed and implemented, in collaboration with team, MySQL databases for dynamic web applications   Intern Software Developer Oregon State University, Center for Applied Systems and Software - Corvallis, OR May 2018 to September 2018 Used React.js and Node.js to debug and test the Smarter Balanced web app (http://www.smarterbalanced.org/) Faculty Member University of Oregon, American English Institute - Eugene, OR June 2014 to June 2016   Developed and deployed an online web skills course for international ESL professionals in the E-Teacher Scholarship program   Served as a team lead, providing guidance and curriculum support to faculty members Academic Technology Coordinator University of Colorado, Boulder, International English Center - Boulder, CO April 2011 to May 2014 Developed VBA tools for processing faculty evaluation data   Managed, edited, and created content for the center s public website   Designed, built, and managed the center s internal website Piloted and provided training for educational technologies for faculty and students Education Bachelor's in Computer Science Oregon State University June 2019 Master's in Linguistics University of Florida Bachelor's in English University of Florida - Gainesville, FL Skills PHP, CSS, HTML, MySQL, C++, Javascript, Node JS, C#, Git, Python, Objective C, Unity, Java (Less than 1 year), JQuery, RESTful APIs, Postman, React Links http://github.com/russell-osu Additional Information   PROJECTS   RESTful   API   for   a   cargo   service: https://github.com/russell-osu/cargo_rest_api   A server-side RESTful API built with Node.js and Express. Includes a user account creation and login system that employs an OpenID Connect authentication flow (which sits on top of OAuth 2.0).   Isometric 3D game, developed in Unity: (Windows   Build) https://drive.google.com/file/d/1VfbfXGQAMu6e8RF62mTXX2tM9Z6LOFVU/view?usp=sharing

Developed by a team of 3 for a Senior Capstone project.   Restaurant Review Website: https://moonru-restaurant-reviews.appspot.com   Developed for Databases class. Built with Node.js, Express, Handlebars and MySQL. Deployed to Google Cloud Platform.   Traveling Salesman Problem: https://github.com/russell-osu/TSP_Implementation   As part of a group project, implemented Christofides Algorithm and the driver code for a program that generates an approximate solution to large tours (>15,000) within a factor of 1.09 of the optimal solution Resource Quest: https://github.com/russell-osu/FinalProject_v2   Built a command-line RPG demonstrating the principles of OOP, including an interactive map, character objects, creature objects, item objects, and a roll-based combat system

Name: Suzanne Huffman

Email: aquinn@example.org

Phone: (346)705-7803