Vincent Shane Finn

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in https://github.com/VincentShaneFinn/projects

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EDUCATION

DREXEL UNIVERSITY
GPA: 3.37

Philadelphia, PA

B.S. Computer Science (June 2019)

Relevant Coursework

- Test Driven Development & Extreme Programming
- Software Architecture II
- Software Design

Awards & Honors

- 1st Place in Senior Project Competition, 2018-2019
- A. J. Drexel Scholarship, 2014-2019
- Drexel Dragon Scholarship, 2014-2019

TECHNICAL SKILLS

- **C#**
- **ASP.NET MVC**
- **Visual Studio**
- **Test Driven Development**
- **GitHub and GitLab**
- **Unity Game Engine**
- Java
- Eclipse
- Swift
- XCode
- C++
- SQL
- Command Line

SUMMARY

Focused on creating high quality software, using Test Driven Development, Extreme Programming, and Software Design Patterns & Principles. Strive to experience something new every day through online courses or blogs.

EXPERIENCE

SOFTWARE DEVELOPER

Imalogix, Philadelphia, PA / Sep 2017 – Present

- Developed a new web-based application which is now the main product used by the entire customer base.
- Utilized ASP.NET MVC, Test Driven Development, Clean Architecture, and Dependency Injection.
- Collaborated with a consultant to implement SAML SSO.
- Integrated SQL stored procedures into data services.
- Programmed business logic at the domain and presentation layers.
- Created user interfaces with Razor, Sass, JavaScript, and jQuery.
- Managed sprints as scrum master and introduced new techniques to increase productivity during planning meetings. (Review)

CO-LEAD PROGRAMMER

Drexel Senior Project, Philadelphia, PA / Sep 2018 – Jun 2019

- Developed an iOS application to assist those with Multiple Sclerosis.
- Collaborated with a representative from Overcoming MS and 11 students split into development, research, and design teams.
- Presented the Software Architecture for the project during the College of Computing & Informatics Final Four Competition.
- Designed reusable UI components, a CRUD API to access a local realm database, and an engine for smoothly sliding between views.

LEAD PROGRAMMER

Drexel Game Workshop, Philadelphia, PA / Sep 2018 – Mar 2019

- Created a 3rd person action game with melee combat, unique finisher ability system, and enemy AI with individual and group attack behaviors.
- Lead a team of 8 game programming students and collaborated with 9 art/music/design students.
- Implemented a finisher system that combined animations, sound effects, and particle effects to create a mechanic of "Finishing off" enemies to produce special effects, such as projectile attacks with different elemental effects.
- Managed the Unity project's source control and asset implementation.

REFERENCES

BORIS VALERSTEIN, Professor, Drexel University
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JOHN HIEL, CEO, Imalogix
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