

# Grant W. Grubbs

contact@grantgrubbs.com

Software Engineering Co-Op for Summer 2019

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## EDUCATION

Rochester Institute of Technology (Rochester, NY)  
Bachelor of Science in **Software Engineering**; Minor in **Computer Engineering**  
Expected Graduation: Spring 2020  
Cumulative GPA: 3.59

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## RELEVANT WORK EXPERIENCE

### **Software Engineering Intern at Diebold Nixdorf** (Summer 2017 – Fall 2017, Summer 2018)

- Developed software for processing and manipulating machine-generated big data using C# and Splunk's search processing language.
- Assisted in the analysis of big data regarding ATMs and other company-owned resources by creating complex visualizations in Splunk.

### **Web Development Intern at NetCuro** (Summer 2016, Summer 2017)

- Responsible for developing parts of both the front-end and back-end of NetCuro's public-facing website with HTML, JavaScript, CSS, and Python.
- Gained experience working with technologies such as Jenkins, the Gmail API and Stripe API, as well as FormValidation, a jQuery plugin.

### **Freelance Bukkit Plugin Developer** (May 2014 – April 2016)

- Hired by clients to develop professional Minecraft Bukkit plugins in Java that were used on the servers owned by those clients.
  - Managed the design, implementation, testing and maintenance of each plugin.
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## TECHNICAL SKILLS

**Languages:** Java, C#/C/C++, Python

**Technologies:** Splunk, Jenkins, Subversion, Git

## EXTRACURRICULARS

Member: **Society of Software Engineers**

Member: **Toastmasters International**

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## PROJECTS

### **ePortfolio Website: GrantGrubbs.com** (Summer 2016+)

- Developed the website from scratch using HTML, JavaScript, and CSS in order to showcase and improve web development abilities.

### **Healthcare Management System** (Fall 2016)

- Performed as team leader to three other students in developing a website for a fictitious hospital.
- Became proficient in using Python, Django, HTML, JavaScript, and Subversion.

### **Holo-Desk with the SSE** (Spring 2016)

- Collaborated with the Society of Software Engineers to create an interactive tabletop system using Python, C++, a Raspberry Pi, a Microsoft Kinect, and accelerometers.