AJ Sheehan

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Objective:

Dedicated software developer looking to utilize experience managing high performing teams, problem solving skills, and technical skills to transition from the sales and management world to software development with the end goal of eventually managing a team of developers.

Technologies:

.NET Framework (C#) HTML
JavaScript CSS
Microsoft Office XML

Bootstrap GIT & GitHub

Professional Skills:

Project Management Leadership

Problem Solving Skills Employee Development
Critical Thinking Customer Success
Adaptability Desire To Learn

Education:

Eleven Fifty Academy
Software Development Immersive
Bootcamp
Indiana University
Bachelors of Science
August 2006 - May 2010

July 2020 - September 2020

Certifications:

Certified Associate in Project Management, Project Management Institute 2020

Certified Scrum Master, Scrum Alliance 2020

Professional History:

Account Executive, Marketing Cloud Salesforce, Indianapolis, IN 04/2019 - 01/2020

- Top 15% quota performance, FY'20
- 100% retention of owned accounts

Account Executive, Greenlight Guru, Indianapolis, IN

02/2018 - 04/2019

 Consulted with Medical Device companies to automate quality processes and streamline compliance. Converted 25% of leads to signed contracts.

- Achieved personal ACV 47% above ACV company average.
- Led sales team to #1 team Ranking as Team Lead Q1 2019

Branch Manager, Enterprise Rent A Car, Indianapolis, IN

01/2012 - 02/2018

- Designed and developed processes to grow business in four core areas:
 employee development, fleet growth, branch profitability, and customer service.
- #3 Ranking on Enterprise Airport Worldwide Balance Analysis FY'16
- 48% YOY fleet growth
- 50+ employees promoted to management

Projects:

Music Rater App

https://github.com/ajsheehan1/MusicRater

• Utilized .NET Framework WebAPI, SQL, HTML, and CSS to build an App that rates Artists, Songs, and Albums.

War Card Game Console App

https://github.com/ajsheehan1/WarGame

• Utilizing .NET Framework, built a console app that simulates the card game War. This was done as a pair programming project in a 48 hour timespan.