Asa S. Dillahunty

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Education
Bachelor of Science in Computer Science and Mathematics
The University of Alabama Honors College in Tuscaloosa, AL

Computer Skills
Statistical/Production Software: MATLAB, Microsoft Excel
Business Tools: Git, Microsoft Office, Google Workspace
Language Proficiencies: M, TypeScript, JavaScript, C#, C, C++, JAVA, Python, Bash, HTML5, CSS3
OS Proficiencies: Linux, Mac OS X, Windows
Other Relevant Proficiencies: .Net, Node.js, React, React Native, Bootstrap, Firebase, pandas

Select Work Experience
Software Developer   **(February 2022 – May 2023)**
Epic Systems | Madison, WI
- Responsible for the development of and quality assurance testing for many projects on topics ranging from accessibility and customization to real-time interfacing and performance
- Demonstrated skill in JavaScript, TypeScript, M, C#, and the React framework
- Gained experience with the Agile development cycle
- Lead and organized a bi-weekly division meeting. Responsibilities included: coordinating with developers and quality management to present current development projects, learning topics, quality trends, and team building
- Conducted meetings with customers to coordinate design and features
- Lead development meetings with user experience designers, quality assurance managers and other developers to discuss design, scope, and integration for development projects
- Served as subject matter expert for real-time prescription benefits, electronic prescription cancellations, and data reporting for my division

Intern Supporting TBE   **(May 2021 – August 2021)**
Axient (formerly QuantiTech) | Huntsville, AL
- Automated the collection of data across multiple web applications using the Selenium and BS4 libraries in Python
- Used said data to automatically generate reports using Pandas
- Built a GUI using Tkinter that monitors the progress of the scraper
- Eliminated 4 hours of workload per week for a position through this automation

Project Work
Personal Portfolio Website   **(August 2019 – Present)**
- Built and deployed a personal website using Firebase Hosting to display past and current projects
- Constructed unique animations using CSS keyframes and JavaScript animation frames
- Demonstrated a strong knowledge of HTML, CSS, JavaScript
- Utilized Git and Git versioning
- Developed proficiency with Linux and Google's Firebase

Qubic Tic Tac Toe   **(November 2020 – February 2021)**
- Rebuilt a command line interface game as a web application
- Constructed a 3D representation of the game environment using the Three.js framework
- Developed a cloud-based solution to allow users to compete online via Firebase realtime database

Data Structures Library   **(August 2019 – December 2019)**
- Demonstrated skill in C++ implementing advanced data structures (i.e. Circular Dynamic Array, Left-Leaning Red Black Tree, and Binary Heap)
- Applied knowledge of common database structures and algorithms