Brandon Silver

1875 Arbor Valley Dr, Edmond, OK 73025, (405) 598-7827, brandon@brandonsilver.com

OBJECTIVE

Seeking an internship position as a software developer for the summer of 2014.

EDUCATION

Oklahoma State University, Stillwater, OK Bachelor of Science in Computer Science

• Recipient of the General Honors Award

GPA: 3.50

Graduation: May 2015

IT WORK EXPERIENCE

Software Developer Intern

USAA

San Antonio, TX

May 2013 - August 2013

- Analyzed and developed server-side web applications in a collaborative environment
- Produced code used by over 9 million users
- Coordinated with a third party vendor

IT Technician, Photographer's Assistant Edmond, OK

Taylor Made Photography

June 2012 - August 2012

- Maintained and upgraded over a dozen workstations and solved various technical issues
- Acquired additional troubleshooting experience and an understanding of studio photography

DEVELOPER SKILLS

- Programming Languages: Java, C/C++, Ruby, SML
- Markup Languages: HTML, LATEX
- IDEs, Text Editors: Eclipse, VIM, SublimeText
- Version Control Systems: Git, Borland StarTeam
- Web Frameworks: Ruby on Rails, Wicket
- Operating Systems: GNU/Linux, FreeBSD, Mac OS X, Windows(XP,Vista,7,8)
- Configuration of Email, HTTP, (Open)VPN Servers
- Amazon Web Services (S3, EC2)

OTHER WORK EXPERIENCE

Waiter Edmond, OK Al's Cafe and Grill

Summer 2011, Summer 2012

- Waited tables, operated cash register, and cleaned dishes
- Gained valuable insight into customer service

Geology Technician Intern

JMA Energy Company

Oklahoma City, OK

June 2009 - August 2009

• Assisted the Geology Technician with the digitization and organization of hundreds of well logs.

DEVELOPMENT PROJECTS

- Startup Project Pinecone (May 2012 January 2013) An attempt at producing a crowd-sourced documentary and independent film streaming service built on Ruby on Rails.
- Personal Website (2005 -) My personal website has gone through several different iterations over the years, progressing between static HTML+CSS, WordPress, Drupal, and Jekyll implementations.