BRENDT MCFEELEY

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EDUCATION

Bachelor of Science in Computer Science   Expected December 2018
University of Hawaii at Manoa, Honolulu, Hawaii.
Extracurricular: Grey Hats at UHM, ACM at Manoa

SKILLS AND INTERESTS

Languages	HTML5 / CSS, JavaScript, Java, Python, SQL
Toolsets / Frameworks	MeteorJS, Ionic, Angular, Semantic UI, Git, Unix, RESTful, Firebase
Interests	Software Engineering, Mobile Application Development, Web Development
	Augmented / Virtual Reality Technologies

PROJECTS

LoveMilkTea / Wayfinder   September 2017 - Present
Major Project

· A mobile wayfaring guide being developed for the University of Hawaii in collaboration with the ITS department.
· Incorporates Google Maps JavaScript and Streetview APIs alongside Google Firebase.
· Developed marker addition system, directional routing system, and back end system.
· Resulted in users accurately finding buildings, eateries, and restrooms within seconds while optimizing routes taken towards their destination.

Manoa Dining Delivery   May 2017

· A MeteorJS web application built as a Software Engineering final project.
· Built to provide students who dorm with a convenient on campus food delivery system.
· Lead front end development and collected user test case data to improve UI / UX experience.

EXPERIENCE

Web Developer at University of Hawaii at Manoa   July 2017 - Present
Ka Leo o Hawaii

· Responsible of maintaining websites of various student media organizations that collectively receive 28,000 views per month.
· Develop various dynamic web pages for use in various university mobile applications.
· Provided tech support to the office in the form of troubleshooting computers, password resets, and general computer maintenance.

Community Volunteer at Hawaiian Humane Society   Oct 2015 - Dec 2016

· Responsible for helping staff coordinate customer visits with animals.
· Provided information, handled questions, and fulfilled requests about the animals.

COURSEWORK

Special Topics : Software Engineering, Software Engineering I and II
Algorithms, AI Programming, Data Storage and Retrieval, Program Structure