

Christopher D. DeVoe

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Academic:

Bachelor of Science in Computer Sciences

(August 2018 – May 2021)

- Cumulative GPA: 3.6/4.0
- Dean's List: Fall 2017, Spring 2018, Fall 2020.
- Presidential List: Spring 2018.
- Graduated Undergrad with Cum Laude

Master of Computer Science

(February 2024 – Current)

University of Maryland Baltimore County (UMBC), Catonsville, Maryland

Work Experience:

Gio Technologies Support Technician

Bel Air, Maryland

(February 2023 – November 2023)

- Supported clients through technical and security issues through phone calls, remote access with ScreenConnect and going on site.
- Created and utilized documentation through ITGlue.
- Solved and mitigated security and cyber threats and secured accounts.
- Worked in Google, Amazon, and Microsoft Admin centers.
- Setup and managed VPN's and Remote Desktop environments for clients.
- Maintained and updated client's Servers and Firewalls.

Alliance Info Systems Support Technician I

Hunt Valley, Maryland

(October 2022 – February 2023)

- Aided clients with technical issues through phone calls, remote access with Ninja, and/or going on site.
- Imaged and deployed new workstations with the operating system needed and the requested programs.
- Cooperated with other technicians to solve client issues.
- Imaged Computers and Laptops for clients.
- Learned and used Microsoft Active Directories.

UMBC IT Security Student

Catonsville, Maryland

(March 2020 – May 2021)

- Kept staff and students at UMBC updated and prepared on current cyber threats to the campus through articles posted online.
- Secured UMBC staff and students' accounts that experienced cyber-threats.
- Worked with search queries Splunk and ElasticSearch.

Skills:

- Proficient knowledge with programming in C++, Python, Java, C#, and C.
- Knowledge with Microsoft products including Excel, Word, and PowerPoint.
- Knowledge with GitHub Repositories.
- Knowledge in using Ticketing Systems.
- Familiar with SQL, SQLite and MySQL Workbench.
- Proficient knowledge with both Windows and Linux environments.
- Familiar with Database creation and maintenance.
- Proficient knowledge working in Unity and Unreal Engine.

Projects:

Unreal Project Sewer:

(March 2023 – Current)

- Using Unreal Engine's Blueprints and C++ to create gameplay mechanics, events, and features using object-oriented programming for a single player horror experience.

Computer Science Question Input Delivery Template Manager:

(August 2020 – December 2020)

- Used Python and SQL this web application will allow professors and teaching assistants to create question templates based on different modifiable parameters and store the questions in a database.