Allan Beckman
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EDUCATION:

Bachelor of Science, Computer Science, Degree anticipated April 2015
University of California Irvine, Irvine, CA
Current GPA 3.733

SKILLS:

Proficient in Object-Oriented programming

Proficient in Java, C# and XAML

Intermediate experience with Agile and the software development process

Beginner in C, C++, HTML, PHP, Javascript, SQL

Proficient in Microsoft Visual Studio, TFS and Code Collaborator

WORK EXPERIENCE:

Software Development Intern for Invensys/Schneider Electric, Lake Forest, CA, February 2014 – Present

Worked as a software developer to develop a Next Gen Product

Participated as a SCRUM team member and attended agile team meetings

WPF Development using MVVM pattern

Learned agile methods and software development process

TFS, Visual Studio, Code Collaborator

Programming Intern for DreamItAlive.com, Irvine, CA, July 2013 – September 2013

Created admin pages that accessed website database

Authored test cases for website using Selenium IDE

AppJam+ Mentor, Tiger Woods Learning Center, August 2012 – November 2012

Assisted Middle-School students in the development of mobile android apps

Developed lesson plans for a class of 20 students.

PERSONAL PROJECTS:

Online Computer Game, Currently under Development

Vertical platform game with a Spongebob theme, working with 3 other
students Becoming familiar with Phaser framework APIs and writing Javascript
Authored a game design document to capture the game requirements.

LEADERSHIP EXPERIENCE:

Executive Officer of Christian Students at UCI Club, Irvine, CA, September 2012 – Present

Coordinated with members of club to plan events and book rooms Scheduled
weekly meetings to discuss future events and direction of the club

AWARDS AND ACHIEVEMENTS:

Dean's Honor List at UCI - Fall 2011, Spring 2012, Fall 2012, Winter 2013