Chandler Griffin

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EXPERIENCE

American Express   Summer '19
International Digital Acquisitions – *New York, NY*
Batch Redesign – **Java, Spring Boot, Kafka**

- Built application to replace existing batch processes used to communicate between Amex's card application form and other verification systems using the Kafka platform - focusing on the India market

Walt Disney World Parks & Resorts   Spring '19
Design & Engineering, Scientific Systems – *Orlando, FL*
Software Release System (SRS) – **PHP, Javascript, Chef**

- Developed new functionality for the SRS system, an internal release management software, to help migrate backups to the cloud, increase usability and promote better record keeping amongst cast members
- Wrote Chef scripts to automate the creation of SRS test environments and test other tools for internal park use

The Home Depot   Summer '18
Supply Chain IT – *Atlanta, GA*
MyFloorView – **Golang, ReactJS, SQL**

- Conducted research interviews with floor supervisors and associates gaining feedback on operational process, initial prototypes, and live app demos in McCalla, AL
- Built and launched a dynamically updating dashboard based on findings to optimize performance efficiency in Rapid Deployment Centers within THD's supply chain - it is now live in all 18 nation-wide

PROJECTS

Tactech - Senior Design
Swift, Arduino, Bluetooth LE

- Helped design low cost accessibility device for users to read Braille using an Arduino, a Bluetooth LE shield and a 3D-printed housing with pegs
- Developed iOS application for input and translation of text to send to the 3D-printed device to be displayed in Braille

Lingo
Swift

- Created mixed-reality iOS app for users to learn new languages from the objects in their everyday surroundings using Core ML, the Google Translate API, and ARKit

Tiger Island
Java

- Created a multiplayer board game application using Java, TCP/IP and Agile methodologies with JUnit and Gherkin testing
- Implemented the internal game logic, AI for turn decisions, client-side TCP/IP code to connect with multiple clients, and functionality to run multiple individual game instances simultaneously

EDUCATION

University of Florida – Gainesville, FL
Bachelors of Science in **Computer Science**
Minor in **Business Administration**

GPA: **3.76** – Graduation: **Dec 2019**

Coursework:

- Data Structures & Algorithms
- Digital Logic & Computer Design
- Databases
- Computer Networking
- User Experience Design
- Software Testing & Continuous Delivery
- Operating Systems

INVOLVEMENT

SwampHacks IV & V
Lead Organizer

- Led organizing team for Florida's largest hackathon (600+ attendees) for 2 years

CodePath - Gainesville Cohort
iOS Teaching Assistant

- Led and mentored students in 2 hour classes in the 12-week iOS program
- Worked in sprints ahead of students through the program, making a new application each week and providing feedback to CodePath's founders

First Time Programmers
Founding Member & Outreach Director

- Coordinated all events and outreach to grow the organization, including new branding and marketing assets, to grow the CS community on campus

Engineers' Week 2017
Engineering Leadership Forum Director

- Directed event, showcasing students to different paths in engineering by facilitating conversation amongst diverse panelists from large engineering firms and local technology startups
- Increased attendance 6x (90+ students) and decreased budget by 70%

TECHNICAL SKILLS

Java, Golang, HTML, CSS/SASS, Javascript, ReactJS, PHP, iOS – Swift, SQL, UX/UI Design, C++, Python