

Miguel A. Chavez

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Profile

A self-starter and quick learner, possessing strong problem solving and analytical skills, with attention to detail. Recognized skills in mentoring employees and in leading team projects, seeking a full-time development position to increase my knowledge.

Work Experience

Software Developer/QA Analyst

Dec 2017 – Present

The Walt Disney World Company | Orlando, FL

- Developed a .NET web application used for auditing time and issuing attendance reprimands for 75,000 Cast Members.
- Built a service layer to ensure all business applications had a single controlled connection to the database and its entities.
- Lead a project with 5 team members to reconstruct MyDesk, a web application that distributes work load across the business.
- Assigned daily work task to my reports; also provided mentoring, code reviews, and training to ensure program compliance.

Compliance Specialist Intern

June 2017 – Dec 2017

The Walt Disney World Company | Orlando, FL

- Rebuilt an error ticketing system for internal use. Developed a new UI to open new tickets internally and created new infrastructure to communicate between the internal ticking system and the enterprise ticking system, ServiceNow.
 - Expanded our own API, to be able to GET, POST, and DELETE to any other API dynamically through our SQL database.
- Conducted weekly training to teach other Compliance Specialists and department Leaders about different web architectures and technologies (e.g. Entity Framework, WebAPI, KnockoutJS, JQuery, C#, JavaScript, Object Oriented Programming, and MVC).
- Lead team meetings for different operational processes and implemented process improvements to better the operation.
- Created reference guides on Confluence, a centralize repository, which provides technical documentation to the team.

Skills & Abilities

- **Languages:** Swift, C, Java, C#, SQL, JavaScript, Python
- **IDEs:** Xcode, Eclipse, Visual Studio, NetBeans
- **Frameworks and Libraries:** Core Bluetooth(iOS), Core Animation(iOS), KnockoutJS, JQuery, ASP.NET, WebAPI
- **Databases:** Core Data(iOS), SQL Server, Firebase
- **Architectural Methodologies:** MVC, Repository Pattern, RESTful Services
- **Native Languages:** Spanish & English

Education

University of Central Florida

December 2017

- Bachelor of Science in Computer Engineering
- UCF Major GPA: 3.5/4.0

Team Projects

App-Controlled LED-Lit Audio Sequencer (Web Application/iOS Application /Electronics)

June 2017 – Dec 2017

Lead Programmer | Team of 4

- A three-part project composed of an audio sequencer board, an iOS application, and a web application.
- Lead the production and integration of the software applications. The web app was used to upload songs to a database and the iOS app was used to download and transfer the songs to the board. Then users could make music on the board.

Quizley (iOS Application – Swift)

February 2017 – April 2017

Lead Programmer | Team of 6

- Created an iOS application that is intended to be used as a study tool. Teachers could create classes and students could study for classes within the application. Additionally, it facilitated academic material retention.
- Coordinated two other programmers in this project; supervised signoffs and merged their code with the master branch.

Individual Software Projects

InstagramFirebase (iOS Application – Swift)

February 2017

- Recreated Instagram with Firebase as the database. Users could login, upload picture from there library, use the camera on their phone to take photos, follow and unfollow other users, like and comment on photos, and edit their profile.

MainGo (iOS Application – Swift)

January 2017

- A simple friend tracking app which uses Google Maps API to map the locations of your friends. Furthermore, it uses Google's Firebase API to host the real-time database and stores the user's profile (i.e. username, email, password, avatar, and status).

Snake (Desktop Application – Java)

December 2016

- Classic snake game; the goal to maneuver the snake to eat food, while avoiding contact with walls and itself. Designed with a Menu, Instructions, and the ability to modify the game (i.e. difficulty, level design, and snake color).