# Miguel A. Chavez

12347 Fox Hound Ct. Orlando, FL 32826 | 850.496.1538 | mac3@knights.ucf.edu
**miguelchavezweb.firebaseapp.com**

## 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

**Quality Assurance Analyst**                                                                                  **June 2017 – Present**
The Walt Disney Company |Orlando, FL
- Developed a .NET/AngularJS web application, used for internal auditing of time and pay records and issuing external attendance and judgment/performance 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.
- Assigned daily work task to my reports; also provided mentoring, code reviews, and training to ensure program compliance.
- 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 ticketing system and the enterprise ticketing system, Service-Now.
- Conducted weekly training to teach my team and department Leaders about different web architectures and technologies.
- Lead team meetings for different operational processes and implemented process improvements to better the operation.

**Assistant Manager**                                                                                  **November 2011 – May 2014**
Sanibel Sunglass Co. |Atlanta, Ga
- Trained new sales associates and managers companywide to be program compliant and provide 5-star customer service.
- Increased the sales and made the store the most profitable one in the whole company with sales over 1 million dollars.
- Managed the company's store computers, making sure all documents and programs functioned correctly on each computer.

## Skills & Abilities

- **Languages:** Swift, C, Java, C#, SQL, JavaScript, Python, TypeScript
- **IDEs:** Xcode, Eclipse, Visual Studio, NetBeans
- **Databases:** Core Data(iOS), SQL Server, Firebase
- **Native Languages:** Spanish & English

- **Frameworks and Libraries:** Core Bluetooth(iOS), Core Animation(iOS), KnockoutJS, JQuery, ASP.NET, WebAPI Angular 5, AngularJS, Dapper, Enity Framework, NodeJS
- **Databases:** Core Data(iOS), SQL Server, Firebase
- **Architectural Methodologies:** MVC, Repository Pattern, RESTful Services

## Education

**University of Central Florida**                                                                                  **December 2017**
- Bachelor of Science in Computer Engineering          • UCF Major GPA: 3.5/4.0

## Software 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.

**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).