

# COLBY A. JONES

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## EDUCATION

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**The University of Georgia**, *Franklin College of Arts and Sciences*  
Bachelor of Science in Mathematics, Minor in Computer Science  
HOPE Scholarship recipient

Athens, GA  
Expected May 2015

## EXPERIENCE

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### **Computer Technology Solutions, INC.**

Atlanta, GA

Software Development Intern

June 2014 - July 2014

- Utilized Agile software development methodology by developing code in 2 sprints, each lasting 2.5 weeks
- Assigned tasks for team of 5 while serving as Scrum Master for second sprint
- Selected as 1 of 10 interns out of ~80 serious considerations and collaborated with 9 other interns across 5 locations
- Updated 20+ backlog items in TFS
- Updated existing website to include: profile pages for users, render all user pictures on site as hyperlinks to that user's profile page
- Developed software to email alerts

### **University of Georgia**, *College of Agriculture and Environmental Sciences*

Athens, GA

Helpdesk

March 2012 - Present

- Awarded "Student Employee of the Year" in February 2013
- Resolved an average of 33 cases per month between January 2013 and May 2014, including servicing the Dean's computer
- Documented and updated 30+ articles in online knowledgebase to guide current and future employees with troubleshooting procedures
- Increased customer satisfaction with positive attitude while decreasing clients' individual wait time by contacting clients before they contacted the help desk

## SKILLS

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- **Languages:** Java, Javascript, HTML5, CSS, C++, LaTeX
- **Applications:** Microsoft Office (Word, Excel, Outlook, PowerPoint, OneNote), OpenOffice, Skype, Eclipse, Visual C++, vi, Bomgar, BMC Remedy, Symantec Ghost, PuTTY, WinSCP, MS Visual Studios, ImpactJS, Unity, Team Foundation Server (TFS), Lync
- **Operating Systems:** Windows (XP, 7, 8.1), Unix

## PROJECTS

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- Programmed a MP3 player in Unix environment using Java programming language (1,188 lines of code)
- Utilized linked lists, hash tables, binary trees and various search and sort algorithms in several projects using C++ in Unix (largest project was 1,504 lines of code)
- Created a book tracking system based on a binary search tree in C++ in Unix (1,085 lines of code)
- Personally designed and developed a program using Java in Windows 7 that randomly chose games and players. Reconfigured the internal data structures and designed menus using Javascript and HTML5 to facilitate the addition of players after serious performance issues were encountered. (943 lines of code)
- Reverse engineered the game "Space Invaders" in Javascript (803 lines of code)
- Developed a program using Java that read in a file which contained edges of a graph and returned those edges which, when removed, disconnected the graph (437 lines of code)
- Designed a 2-dimensional side scrolling game using ImpactJS and Javascript, including all graphics
- Designed a 1st-person RPG in Unity and Javascript