

COLBY A. JONES

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EDUCATION

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

Athens, GA
May 2015

EXPERIENCE

Computer Technology Solutions, INC.

< askcts.com > Atlanta, GA

Analyst

June 2015 - Present

- Developed several projects utilizing Language Integrated Query (LINQ), C#, Razor, Javascript, SQL Server Integration Service (SSIS), BizTalk, and .NET Model-View-Controller (MVC) web applications
- Supported various applications as a relief developer involving BizTalk and MVC web applications
- Completed training courses involving BizTalk 2013, SSIS, Blackbox Manual QA, Customer Etiquette, and Sales

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
- Collaborated with 9 other interns across 5 locations
- Updated existing website to include: user profile pages, employee photo hyperlinks, and scheduled email alerts

The University of Georgia, College of Agriculture and Environmental Sciences

< caes.uga.edu > Athens, GA

Helpdesk IT Support

March 2012 - April 2015

- Awarded "Student Employee of the Year" in February 2013
- Resolved 1200+ cases, including servicing the Dean's computer
- Documented and updated 30+ articles in online knowledgebase to guide employees with troubleshooting procedures

SKILLS

- **Languages:** C#, C++, CSS, HTML5, Java, Javascript, LaTeX, LINQ, SQL, SSIS
- **Applications:** BizTalk, Bomgar, BMC Remedy, Dropbox, Eclipse, Google Drive (Docs, Sheets, Slides, My Maps), ImpactJS, Microsoft Office (Word, Excel, Outlook, PowerPoint, OneNote), MS SQL Server, MS Visual Studios, OpenOffice, PuTTY, Remote Desktop, Skype for Business, SSIS, Symantec Ghost, Team Foundation Server (TFS), Unity, vi, Virtual Machines, Visual C++, WinSCP
- **Operating Systems:** Windows (XP, 7, 8.1, 10), Unix

PROJECTS

- 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 comma separated value (CSV) file which contained edges of a graph and returned a list of edges that would disconnect the graph if removed (437 lines of code)
- Designed a 2-dimensional side scrolling game using ImpactJS and Javascript, including all graphic designs