

# Curt Zimmerman

## Software Developer

czimmerman9@gmail.com - (502) 619-1110

github.com/curtzimmerman - curtzimmerman.com

## PROFILE

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Computer Science and Engineering student at the University of Louisville Speed School of Engineering. Currently seeking cooperative education opportunities. Experience working in a team environment and on personal projects. Eager to learn new skills and technologies.

## SKILLS

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Java	Ruby / Ruby on Rails	C# / .NET
HTML/CSS/JavaScript	SQL	Linux / Unix

## PROJECTS

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### **Personal Website** - [curtzimmerman.com](http://curtzimmerman.com) - [github.com/czimmerman9/czimmerman9.github.io](https://github.com/czimmerman9/czimmerman9.github.io)

- + Independent project for Code Louisville's Front-End Development course, utilizing HTML, CSS, and JavaScript.
- + Uses JavaScript and jQuery to add animations to navigation bar links, and cosmetic highlighting based on scroll position.
- + Iterated by updating site layout to use Twitter Bootstrap for a consistent, responsive design across all platforms.

### **Web Scraper** - [github.com/czimmerman9/cl-scraper](https://github.com/czimmerman9/cl-scraper)

- + An application written in Ruby on Rails that traverses HTML documents to extract and manipulate information.
- + Designed to efficiently retrieve data with a minimum of HTTP requests and database calls, which increases response time.
- + Employs principles of MVC design in order to keep code logically organized and maintain a separation of concerns.

### **Facebook Clone** - [github.com/czimmerman9/odin-facebook-clone](https://github.com/czimmerman9/odin-facebook-clone)

- + Independent Ruby on Rails final project for The Odin Project, an online web development study curriculum.
- + Incorporates multiple Ruby Gems to help speed up the development process, such as Devise Authentication for login functionality and OmniAuth for 'Login with Facebook' integration.
- + Deployed to Heroku using PostgreSQL in development and production.

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## WORK HISTORY

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### **Junior Software Developer Co-op** - Heartland Payment Systems - Jeffersonville, IN - 2009

- + Six Month Cooperative education opportunity for the University of Louisville's Computer Engineering / Computer Science program.
- + Tasked with converting inline SQL code to stored procedures to prevent cross-site scripting attacks, which helped to make our application more secure.
- + Became familiar with a large legacy codebase written using the .NET stack.
- + Learned new technologies in a mostly independent environment, allowing me to become productive using tools that I had no formal training in.

### **Senior Repair Technician** - Geek Squad City - Brooks, KY- 2010 to 2015

- + Led other repair technicians in a team of 20 in developing best practices and common workflows for efficiently repairing personal computers.
- + Diagnosed computers quickly, based on communication with the client and assessing the details of the repair.
- + Developed a quality control system which increased our team's testing success rate from 95% to 98%.
- + Maintained a personal quality repair rate of over 98%, while completing an above average number of repairs.
- + Contacted clients and explained details of repairs in a way that was easy for them to understand. This allowed the client to make an informed decision about how to proceed with their computer.

## EDUCATION

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**University of Louisville – Speed School of Engineering** - Louisville, KY – In Progress  
*Completed 84 credits toward a bachelor's degree in Computer Science and Engineering*

**Code Louisville** - Louisville, KY - 2015

*Front-End Development Track*