Curt Zimmerman

Software Developer

czimmerman9@gmail.com - (502) 619-1110
github.com/czimmerman9 - curtzimmerman.com

PROFILE

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

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

PROJECTS

Personal Website - curtzimmerman.com - 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
+ 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
+ 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

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

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