

Dakota Sanchez

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I am a software developer who is passionate and knowledgeable about creating elegant solutions. I have the ability to learn new concepts and platforms quickly. I am self-directed, enjoy complex problems, and work well in a motivated team.

Work Experience

Software Engineer Intern at **New Relic**

June 2015 – Present

- On Mobile Engineering team implementing features in enterprise-level Android applications.
- Finding efficient ways to retrieve and display millions of metrics on mobile devices.
- Integrating modern open source libraries to speed up development and shift focus to real problem solving.
- Created custom Android layout manager code for displaying tables with thousands of data cell views instantly.

Software Engineer at **Circle Technology**

Dec. 2013 – June 2015

- Built projects using Java(Android) and C# following Agile Scrum practices.
 - Wrote APIs in Java and C# to interface existing code with networking hardware.
 - Customized RFB protocol in C++ to provide better asynchronous processing of data.
 - Created automated JUnit tests and automated Jenkins builds.
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Education

Portland State University - **Computer Science B.S.**

Sept. 2015 – June 2017

Clark College - **Computer Science A.S.**

Sept. 2012 – June 2015

Projects

Current: **Classifieds project**

- Android application for viewing and posting on local classifieds for free items.
- Focuses are simplicity, stability, and design (Material Design).
- Utilizing: Java, XML, Android SDK, Google Play Services API, Parse, Dagger, RxJava.

Summer 2014: **Geo Opposite**

- Android application that finds and shows the antipodal point of your location on earth.
 - Utilized: Java, XML, Android SDK, Google Play Services API, Google Maps API.
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Skills

- Proficient: Java, C, C#, Bash
 - Hands-on experience: Python, C++
 - Build scripting: Gradle, Ant, Jenkins
 - Other: Linux, Vim, Django, PostgreSQL, Heroku, Docker, GNU coreutils, JSON, HTTP, Jira
 - Data structure and algorithm efficiency aware
 - Agile/Scrum development
 - Local/remote version control
 - Team player
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References – Available on request