DANNY SEPLER

SUMMARY

+ Seeking an internship that challenges me and allows me to grow as a programmer
+ Prefer to dive into web or mobile development, though open to any interesting projects

CONTACT

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EDUCATION

University of Florida
Bachelor's of Science in Computer Science, 2016
+ 3.6/4.0 GPA.
+ Dean's List; National Merit Scholar; Wentworth Travel Scholar; Bright Futures Scholar
+ Member of Winning Team of UF's First SwampHacks Event

SKILLS

LANGUAGES: Java, C#, HTML, CSS, Javascript, SQL, C++, ASP.NET
TOOLS: Unix Command Line, Git, Eclipse, Visual Studio, SQL Server, IntelliJ, Tortoise SVN
PROJECTS (DEMOS ON MY WEBSITE):
Wildlife Photography Portfolio Site,
Miami Budget Visualization Tool, Miami Taxi TwitterBot, Room Reservation System, and more!
OTHERWISE: Jazz Musician, Chess Player, Child-Life Hospital Volunteer, Pizza Enthusiast

EMPLOYMENT

The American Express Company
Ft. Lauderdale, FL
Software Development Intern · Jun 2015 to Current
+ Wrote C# script to rename, restructure, and relocate (using batch SQL files) several database tables of ++50,000 tuples each
+ Designed and implemented C# automation to: locate 400 dynamic SQL queries inside of ASP.NET application, suggest updated table and field names, and change the code based on user input

University of Florida
Gainesville, FL
Teaching Assistant for "Programming Fundamentals" · Aug 2014 to Dec 2014
+ Lectured two 2-hour discussions sections per week (~40 students in total)
+ Responsible for administering and grading my students' homework, labs, and tests
+ Planned own lectures, collaborated on lesson plans with professor

Eatable
Gainesville, FL
Web Development Engineer · Jul 2013 to Feb 2014
+ Designed and implemented a web app for a startup company
+ Created backend on a NodeJS framework, and frontend using wide range of tools including ExpressJS and JQuery
+ Demo and code available on website

Rokk3r Labs
Miami, FL
Quality Assurance Intern · May 2013 to Jun 2013
+ Tested a range of products for a startup incubator
+ Products included web apps, Android apps, iOS apps, and home-brewed Twilio services
+ Reported >200 bugs; interfaced with developers *and* clients to fix them