Duncan Crawbuck

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OBJECTIVE
I hope to pursue a career as a Software Engineer.

EDUCATION
Bachelor of Science, Computer Science   Expected May 2020
California State University, Sacramento   3.2 GPA

Relevant course work: Data Structures and Algorithm Analysis, Software Engineering, and Computing Theory and Programming Languages.

KNOWLEDGE AND SKILLS
- Experienced in Swift, C/C++, Java, and Assembly (NASM and MASM).
- Exposed to SwiftUI, Python, Javascript, and HTML/CSS.
- Well versed in development tools such as Eclipse, Xcode, and the command line
- Familiar with the Scrum process and Git.
- Adaptive and detail oriented, focused on problem solving and time management.
- Good communication skills and values teamwork.

PROJECT OR LAB EXPERIENCE
Senior Project   September 2019 - Present
A year-long collaborative Scrum based team project to develop and deliver software according to a client proposal, including biweekly end-of-sprint meetings with the client.

iOS and Mac Apps   July 2019 - Present
Independently developed games like Solitaire and Minesweeper using Swift, UIKit, and SwiftUI, and sold them on the iOS and Mac App Store.

CSC 130 Group Project   October 2018 - December 2018
A collaborative group project developing a Java based database search application to specification following Scrum procedure.

WORK EXPERIENCE
Level 6 Associate, In-N-Out Burger   June 2012 - September 2018
- Worked in a fast pace and adaptive environment that emphasized teamwork.
- Became a certified trainer which included responsibilities like training associates in new roles and writing performance reviews as they progressed.
- Learned to work efficiently and problem solve in a high-pressure environment.
- Developed good work ethic and a focus on learning.