

## **Duncan Crawbuck**

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### **OBJECTIVE**

I am pursuing a career as a Software Engineer.

### **EDUCATION**

Bachelor of Science, Computer Science  
California State University, Sacramento

May 2020  
3.4 GPA

#### **Relevant Course Work**

- Data Structures and Algorithm Analysis
- Software Engineering
- 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 processes and Git.
- Adaptive and detail-oriented, focused on problem solving and time management.
- Good communication skills and values teamwork.

### **PROJECT 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.