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# Devon Harant

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<https://www.github.com/devonharant>

## SUMMARY

Soon to be Computer Science graduate with knowledge of the software design process seeking to use and apply his knowledge set and skills to real world applications. Great teamwork skills and time management. Always striving to learn something new and thrive in new environments.

## SKILLS

Java, C++, Linux CLI, JavaScript, C#, SQL, GIT, Source Control, Python, NODE.JS, Prolog, Haskell, Angular, GO, MATLAB, HTML, Software Design Process/Principles & Patterns, basic computer networking, exposure to AWS technologies, basic use of Unity game engine.

## EDUCATION

**University of South Carolina, Columbia SC** - *B.S. in Computer Science*

**GPA:** 3.416

AUGUST 2018 - PRESENT, GRADUATING DECEMBER 2021

**Wando High School, Mt. Pleasant SC** - *High School Degree*

**GPA (weighted):** 4.35

## WORK EXPERIENCE

**United States Marine Forces Reserves, Columbia SC** - *Light Armored Reconnaissance Marine/Gunner*

APRIL 2018 - PRESENT

- Operate and maintain the LAV25 and its variants and relevant documentation
- Operate and maintain the LAV25's Turret System

**The Home Depot, Mt. Pleasant SC** - *Paint Associate*

JUNE 2020 - AUGUST 2020

- Evaluate a customer's paint based needs and provide them the correct color and type of paint based off of said needs
- Organize and restock the paint department along multiple aisles

**Lowes Hardware, Mt. Pleasant SC** - *Back-End Unloader*

JUNE 2019 - AUGUST 2019

- Organize and distribute thousands of hardware materials and stock from truck to floor
- Operate equipment in support of offloading and distributing said hardware

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## PROJECTS

### **Koger Center for the Arts Mobile App**

- Using JavaScript, TypeScript, Ionic, and Angular, a team and I built a mobile seat finding app for a local theater venue on U of SC's campus that guides users to their seat when they give the app their ticket/seating information (should show up on github if not still a private repo).

### **MART 380 Final Project**

- In the Spring of 2021, I took a class called 'The New Media Art' which tasked us with a semester-long project to make a 2D scrolling video game from scratch. This project was made using Unity 2019.4.18f1 as well as the free DOTween assets/plugins downloaded from the Unity In-Engine store. <https://github.com/devonharant/MART380FinalProject>