devongrove.com djgrove@calpoly.edu | 425-999-1114

FDUCATION

STATE UNIVERSITY

BS IN COMPUTER SCIENCE

Expected Dec 2018 Minor: Economics

3+ years Cross Country/Track & Field

Cum. GPA: 3.31 Major GPA: 3.37

SKILLS

PROGRAMMING

Proficient:

PHP • Python • C/C++ • MySQL

Comfortable:

Bash scripting • HTML/CSS • Java

Familiar:

JavaScript/Angular/NodeJS/Express • Firebase/NoSQL

TOOLS / FRAMEWORKS

Git • Unix/Linux • Docker • Agile development • Drupal • ¡Query • Atlassian suite •

AWS Cloud: EC2, RDS, S3, IAM

COURSEWORK

UNDERGRADUATE

Operating Systems Programming Languages

Database Systems

Systems Programming

Design and Analysis of Algorithms

Software Engineering Discrete Structures

Econometrics

Intro to Security

(Senior Project - ongoing)

Containerizing Drupal using Docker & **AWS ECS**

LINKS

Github://diarbo LinkedIn://devongrove

EXPERIENCE

CALIFORNIA POLYTECHNIC SENIOR STUDENT ASSISTANT | CAL POLY IT SERVICES -- DRUPAL

Expected Mar. 2017 - Dec. 2018 | San Luis Obispo, CA

- Spearheaded project to containerize Drupal application using Docker to allow for local developer environments, improve workflow and continuous integration
- Automated manual stages of deployment process by writing dozens of PHP and Bash scripts to improve team efficiency and ticket throughput
- Wrote extensive Wiki documentation and comments to develop reusable code
- Identified and recommended important system updates to modules and libraries, oversaw testing procedures to avoid use of deprecated third-party tools
- Maintained usability standards for 150+ Drupal-managed sites using Regular Expressions, Drupal API, and MySQL queries to identify and correct broken content

SOFTWARE ENGINEERING INTERN | DASH PLATFORM

Summer 2015 & 2016 | Bellevue, WA

- Developed in LAMP stack web application using CakePHP-based MVC framework
- Collaborated using Agile methods in Atlassian Jira project tracking and Git
- Implemented five feature enhancements using PHP, jQuery, JavaScript, and AJAX
- Familiarized self with code base, project stack, architecture by debugging over thirty application bugs
- Simulated Linux production server environment on MacBook Pro using Vagrant

PROJECTS

JSISH INTERPRETER | CAL POLY

January 2018 - March 2018 | San Luis Obispo, CA

Spent a quarter developing a JSish (JavaScript) interpreter using SML, a functional programming language. Developed a document parser and tokenizer according to syntax specifications using a Context Free Grammar, then built an interpreter to execute syntax. Enabled loops, functions/closures, and objects through virtualization of the heap, stack.

VNTR | Cal Poly Camp PolyHacks Hackathon

January 2017 - February 2017 | San Luis Obispo, CA

Developed VNTR, a cross-platform mobile application using Ionic framework and Angular 4 on four developer team in 24-hour period. By becoming competent with two unfamiliar technologies in a very brief time frame, I implemented three application components and routes used in the final prototype.

MUSTANG MARKS | Cal Poly Design & Dev Hackathon

January 2016 - May 2016 | San Luis Obispo, CA

Mustang Marks was a ground-up redesign of an existing student-run ratings website, PolyRatings, in a 24-hour hackathon in team of six developers, two designers, one marketer. Initially collaborated with designers on new UI. Expanded project in following months to structure full MySQL database schema. Wrote web scraping tool to aid in import of database construction using Node.js and later Python with Beautiful Soup 4.

AWARDS

2016 3rd place

2015, 2017 All-Academic Team Cross Country/Track, Big West Conference Google Games Challenge, Cal Poly

SOCIFTIFS

2015-2018 Outreach Chair Cal Poly Student-Athlete Advisory Committee