Devon Grove

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EDUCATION

CALIFORNIA POLYTECHNIC STATE UNIVERSITY

BS in Computer Science
Expected Dec 2018
Minor in Economics
Dean's List (Fall 2015, 2016, 2017)
Cum. GPA: 3.33
Major GPA: 3.9

LINKS

Github:// **djarbo**
LinkedIn:// **devongrove**

COURSEWORK

UNDERGRADUATE

Operating Systems
Programming Languages
Database Systems
Systems Programming
Design and Analysis of Algorithms
Software Engineering
Discrete Structures
Econometrics
(Research Asst. & Teaching Asst)
Unix Tools and Scripting

SKILLS

PROGRAMMING

Proficient
PHP • Python • Java • C • MySQL • C
Comfortable:
HTML/CSS • • • Bash • Assembly
Familiar:
JavaScript • SML (Lisp-like) • NoSQL (Firebase)

TOOLS/FRAMEWORKS

Git • jQuery • Agile methodology • Atlassian suite • AWS: EC2, RDS, S3, IAM • Unix/Linux

EXPERIENCE

CAL POLY IT SERVICES | Web CMS: Senior Student Developer

Expected March 2017 – June 2018 | San Luis Obispo, CA

- Managed 150 static websites hosted on Cal Poly's Drupal CMS in a team of two student developers
- Interfaced with cloud server tools using Amazon Web Services SDK for PHP
- Collaborated with CMS team using Agile development methodology, Atlassian software engineering tools
- Designed and developed PHP scripts to automate standard processes including site provisioning on AWS
- Maintained site usability standards and modified site using Drupal API, regular expressions

DASH PLATFORM | Software Engineering Intern

Summer 2015, 2016 | Bellevue, WA

- Developed features in LAMP stack web app 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
- Debugged over thirty application bugs by becoming familiar with code base, project stack, and architecture
- Simulated Linux production server environment on MacBook Pro using Vagrant VM configuration

PROJECTS

VNTR | Cal Poly Camp PolyHacks Hackathon

January 2017 – February 2017 | San Luis Obispo, CA

Developed **VNTR**, a cross-platform mobile application developed using Ionic framework and Angular2 in team of four developers over 24 hours period. By learning two completely unfamiliar technologies to a functional level in a short timeframe, I implemented several app routes and components used in the final

CORNELL PHONETICS LAB | Head Undergraduate Researcher

Mar 2012 – May 2013 | Ithaca, NY

Lead the development of **QuickTongue**, the first ever breakthrough tongue-controlled game with **Prof Sam Tilsen** to aid in Linguistics research. Publication submitted.

AWARDS

| 2014 | xyz | Super Bowl Champion |
| 2016 | 3rd place | Google Games Challenge, Cal Poly |

SOCIETIES

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