

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

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

CALIFORNIA POLYTECHNIC 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 Angular 2 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 approutes and components used in the final

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 Angular 2 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

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