Jeffrey Sham

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Objective | To obtain a challenging software development position that will utilize my experience and allow me to make lasting contributions to the overall success of the organization

Skills & Abilities | Platforms and Languages: Android, iOS, Java, Objective C, Java, SQL, C/C++, HTML, CSS
Computer Skills: Unix/Linux, Microsoft Office, Matlab, Abaqus
English, Chinese, Spanish

Experience | **Lead Developer and Cofounder** Flutter Inc.
2014 - Present
- Worked with the team at Flutter Inc. to create the iOS application Flutter for iPhone and the Android application Hatchat
- Learned various techniques to utilize Parse to store and analyze data
- Improved my knowledge about iOS and Android applications and how to design better looking applications

Data Archival Specialist HaystaqDNA (Contractor)
June 2015
- Worked with outdated hard drives and uploaded their contents to Amazon Glacier
- Learned how to use SQL in order to create models for clients

Associate Mobile Engineer Mindgrub Technologies
2013 - 2014
- Improved my knowledge in Android and iOS applications
- Learned how to use database frameworks such as Parse and viaPlace to store and retrieve data
- Created an Android tour application for viaPlace and an iOS Ping Pong Tournament Application
- Learned how to effectively work in a team environment

Education | **Johns Hopkins University**, 3400 North Charles Street, Baltimore, MD 21218
- Bachelor of Science: Computer Engineering, May 2017
- GPA: 3.69, Dean's List
- Relevant School Courses: Algorithms I, Signals & Systems, Data Structures, Automata & Computation Theory, Introduction to VLSI, Circuits, Calculus

Projects | IEEE Arduino Competition, Johns Hopkins University
- 2015: Awarded first place for our Laser Guitar, which emulated a real guitar with lasers as strings
- 2014: Awarded second place for our Breathalyzer, which allowed users to gauge their alcohol levels

HopHacks, Johns Hopkins University
- Spring 2015: Created a website that integrates Google Maps Street View with the Myo and Oculus Rift technology
- Fall 2014: Awarded first place for our Voronoi Cast, which utilized 3D printing and 3D modeling to create a cast for a photographed body part

Sofiac
- 2015: Participated in Sofiac's Immersion Working Group in creating a Comm-tronics Web application.
- 2014: Participated in Sofiac's Software Development Working Group

Holly Inn
- 2013 – 2015: Maintained their website on a monthly basis for their new events

Leadership | Johns Hopkins Bboy Club, Vice President
- Organizes practices and breakdance performances
- Maintains all forms of internal communication