Jeffrey Sham

4265 Red Bandana Way, Ellicott City, MD 21042 | 410-852-4395
jsham2@jhu.edu | jeffreysham.github.io | linkedin.com/pub/jeffrey-sham/95/a4b/412

Objective | To obtain a challenging application based software development position that will utilize my Algorithms and Data Structures experience to make lasting contributions to the overall success of the organization

Education | **Johns Hopkins University**, 3400 North Charles Street, Baltimore, MD 21218

- Bachelor of Science: Computer Engineering, Computer Science, Expected: May 2017
- GPA: 3.70/4.00, Dean's List
- Relevant School Courses: Algorithms I, Databases, Signals & Systems, Computer Systems Fundamentals, Data Structures, Automata & Computation Theory, Introduction to VLSI, Circuits, Calculus, China STEM Study Abroad

Experience | **Lead Developer and Cofounder** Flutter Inc.
2014 - Present

- Launched the location-based picture sharing iOS application, Flutter for iPhone
- Integrated various techniques to store and analyze data using Parse
- Implemented smooth transitions and animations within and between pages
- Collaborated with designer to form the color scheme and the user interface
- Programmed the overall functionality

Software Developer IT @ Johns Hopkins University
2015 - Present

- Work with the Salesforce platform for web application FacultyForce, a social network to connect Johns Hopkins Faculty together to tackle global issues
- Mapped data models from an AcademicAnalytics database to the FacultyForce data models
- Utilize SQL server to identify and fix problems in FacultyForce data models

Computer Science Teaching Assistant Johns Hopkins University
2015 - Present

- Hold office hours to help students with their questions and Java and Data Structures concepts
- Grade homework and instruct Java labs

Data Archival Specialist HaystaqDNA (Contractor)
June 2015

- Managed over five outdated hard drives and uploaded their contents to Amazon Glacier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

- Familiarized myself with database frameworks such as Parse and viaPlace
- Produced an Android tour application for viaPlace and an iOS Ping Pong Tournament Application

Projects | HopHacks, Johns Hopkins University

- Fall 2015: Awarded Most Innovative Hack award, Best use of Pebble award, and Honorable Mention for use of Open Data for our Android and Pebble application SafeRock, which uses Google Maps and Baltimore's Open Data on crime to improve the user's safety
- Spring 2015: Developed 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

IEEE Arduino Competition, Johns Hopkins University

- 2015: 1st place: Laser Guitar – Constructed a guitar out of acrylic that uses lasers as strings and buttons as frets with three fellow sophomores
- 2014: 2nd place: Breathalyzer – Designed a breathalyzer to exhibit users' alcohol levels using LED lights, an LCD monitor, and a speaker with three fellow freshmen

Sofiac

- 2015 – Present: Participate in Sofiac's Immersion Working Group in creating a Comm-tronics Healthcare Web application

Clock Project, Introduction to VLSI Final Project

- Spring 2015: Designed and fabricated a clock circuit using digital logic gates

Artificial Pancreas, Johns Hopkins University ECE Team Project

- Led the Android application team to design an Android application to control an insulin pump that delivers a specified amount of insulin at a specified interval

Holly Inn

- 2013 – 2015: Maintained the inn's website on a monthly basis for their new events

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

Leadership | Johns Hopkins Breakdancing Club, Vice President [2014 – Present]

- Organize practices and breakdance performances
- Maintain all forms of internal communication