

Douglas Lee Watts

phone number on application version
douglaslwatts@protonmail.com
linkedin.com/in/lee-watts-9a999a191/

douglaslwatts.com
GitHub
GitLab

Education

Bachelor of Science, Computer Science (GPA 3.97)

May 15, 2021, Western Carolina University (WCU), Cullowhee North Carolina
Minor: Mathematics

- **Beginning, Intermediate, and Advanced Computer Science Awards**
- **Summa Cum Laude**
- **Dean's Outstanding Scholar in Computer Science Award**

Associates in Science (GPA 3.92)

May 7, 2019, Asheville-Buncombe Technical Community College, Asheville North Carolina

Professional Experience

- Systems Support Analyst (Remote)
 - Provided support to users of several financial applications
 - Built and maintained software tools and scripts used by the support team
 - Improved the security and functionality of, and added several features to a multi-threaded Java CLI tool used to retrieve XML trade messages from a large database
 - October 2021 - April 2022
 - Wells Fargo
 - Manager: Kishore Singireddy (phone number on application version)
 - Work Reference: Jared Hendricks (phone number on application version)
 - Reason for leaving: Does not advance my career as a software developer

Skills

- **Upper Intermediate:** Java, Python, HTML5, SQL, Git, Bash, Linux CLI, SSH, Vim, Awk, Sed, Grep
- **Intermediate:** Rust, C, MIPS, Javascript, CSS3, SCSS, Angular, NodeJS
- **Beginner:** SELinux, OpenSSL, Apache, React, Java Spring Framework

Projects

- **A personal collection of Bash scripts:** gitlab.com/douglaslwatts/bash_bin
- **New projects upcoming as I am learning Android and game development:** github.com/douglaslwatts

Some School Projects (code available upon request)

- **A concurrent Battleship game in Java which allows n players to connect:**
This is a command line based Battleship game which uses UDP to connect players to a Battleship server
- **A Chess game built in Java/JavaFX using Agile methodologies:**
This is a GUI based Chess game which was built by our Scrum team in Software Engineering