Donald W. Strong

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Education

Sep 2021 – Jun 2023	**Western Washington University,** *Bellingham, WA*

Master of Science in Computer Science
- Coursework: Advanced Algorithm Analysis, Formal Language Theory, ICT Solutions for the Social Good, Cloud Computing (Amazon Web Service), Accessible Software Development.

Sep 2019 – Jun 2021	**Western Washington University,** *Bellingham, WA*

Bachelor of Science in Computer Science
- Coursework: Algorithm Analysis I & II, Data Structures, Operating Systems, Computer Networks, Database Systems, Object Oriented Design Principles, Android App Development.

Work Experience

Aug 2022 – Present

Information Technology Specialist | *Whatcom Center for Early Learning, Bellingham, WA*
- Manage account creation and user management processes in an Azure environment, ensuring seamless onboarding and access to essential systems and resources for WCEL personnel.
- Engineered a registration and check-in portal for event attendees using HTML/CSS/JavaScript (front end), Express (back end), and MongoDB (database), optimizing user experience and data management. Deployed on Microsoft Azure, showcasing expertise in full-stack development and cloud platform utilization.

Sep 2021 – Dec 2022

Database Systems Teaching Assistant | *Western Washington University, Bellingham, WA*
- Reinforced understanding of database system concepts, including relational database design, SQL, and functional dependencies, for undergraduate students.
- Assisted students in documenting system requirements, quality code development, debugging, and testing, contributing to a 96.5% pass rate (138/143).

Jan 2015 – May 2018

Cryptologic Technician Second Class Petty Officer | *U.S. Navy, Kunia, HI*
- Automated workflows and improved operations for Intelligence Community customers using Python for data analysis, signature detection, and visualization.
- Managed 2 Signals Intelligence (SIGINT) databases ensuring discovery of previously unidentified technologies and community-wide dissemination of intelligence.

Projects

Deadwood Board Game
- Developed GUI-based version of Deadwood board game using Java, demonstrating knowledge of SDLC by authoring software requirements specifications (SRS) and UML class diagrams.
- Demonstrated proper implementation of Model-View-Controller (MVC) design pattern and Test-driven Development (TDD) ensuring code quality and adherence to SRS.

Disability Access Navigation Guide
- Led an 8-person team as the sole graduate student in developing a web app for real-time campus accessibility updates, managing project milestones, task assignments, and ensuring timely completion.
- Launched a user-centric application built on HTML/CSS/JavaScript, Python Flask, and MongoDB, enabling students to instantly upload and view building access updates.
- Enhanced campus navigation experiences for handicapped students with real-time reflections on the platform.

Skills

Languages & Libraries: C, Java, JavaScript, Python, Kotlin, Golang.
Frameworks: React, Vue.js, Express.js, Flask, Django.
Databases: MySQL, MongoDB, DynamoDB, CosmosDB, PostgreSQL.
Other: Git, GitHub, AWS, Azure.