

Donald W. Strong

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Education

Sep 2019 – Present	Western Washington University Bellingham WA <i>Master of Science in Computer Science Sep 2021 – Present</i> <ul style="list-style-type: none">Coursework: Advanced Algorithm Analysis, Formal Language Theory, ICT Solutions for the Social Good, Human-Computer Interaction (<i>in progress</i>), Cloud Computing (<i>in progress</i>). <i>Bachelor of Science in Computer Science Graduated Jun 2021</i> <ul style="list-style-type: none">Coursework: Algorithm Analysis I & II, Data Structures, Operating Systems, Computer Networks, Database Systems, Object Oriented Design Principles, Android App Development.
Jan 2015 – May 2018	National Cryptologic School NSA/CSS Hawaii, Kunia HI <i>Military Cryptologic Continuing Education Program (MCCEP) Phase I Certification</i> <ul style="list-style-type: none">Coursework: Digital Network Intelligence Gateway, Networking Fundamentals, Intermediate Protocol Analysis (OSI & TCP/IP models), Time-Division Multiplexing Analysis.

Work Experience

Sep 2021 – Present	Computer Science Teaching Assistant Western Washington University, Bellingham WA <ul style="list-style-type: none">Helped lead instructor reinforce understanding of MySQL and database principles by providing supplemental instruction for over 100 undergraduate computer science students over two academic quarters, resulting in a 99% pass rate.Assisted students with navigating the software development life cycle by ensuring effective planning, authoring of efficient code, and employing proper debugging and testing procedures.
Jan 2015 – May 2018	Cryptologic Technician First Class Petty Officer U.S. Navy, Kunia HI <ul style="list-style-type: none">Streamlined day-to-day operations for Intelligence Community customers by automating tasks, workflows, perform data analysis, signature detection, and data visualization using Python.Managed 2 SIGINT databases ensuring proper data flow and identification of protocol stack.

Projects

Deadwood Board Game | github.com/dwstrong5/Deadwood

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

Project Gallery | github.com/dwstrong5/project-gallery

- Used React JS and Bootstrap for front-end development to create a gallery-style recruitment tool to assist computer science students in showcasing projects and technical recruiters in filling open positions with ideal candidates.
- Used Python and Flask for API functionality providing authentication services and enabling storage of project data.

Happy Android Application | github.com/dwstrong5/Happy

- Served as team member to develop android mobile app in Kotlin to promote mental and physical health.
- Demonstrated working knowledge of various components of android app architecture and systems design (Gradle (Groovy), fragments, APIs, JSON objects).

Skills

Languages, Libraries, & Frameworks: C, Java, JavaScript, React, Kotlin, Python, Golang MySQL.

Tools: Git/Github/Gitflow, Android Studio, IntelliJ, VSCode.

Other: Linux, HTML/CSS, XML, JSON, LaTeX, Computer Networks (TCP/IP, OSI models), Web applications/Web UI.