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	**Tech & Data 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*** • Leveraged a deep understanding of the Linux/UNIX environment and proficiency in shell scripting to streamline and enhance data processing for intelligence-community customers. • Developed Python-based automation tools to facilitate complex data analysis tasks, improving efficiency of mission directives in support of Commander, U.S. Pacific Command and Commander and Commander, U.S. Cyber Command.

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 with HTML/CSS/JavaScript, Python Flask, and MongoDB, deployed via AWS, 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.