Errol G. Markland Jr.

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Objective:

To obtain a position in the software industry that will facilitate the growth of my skills efficiently.

Skills Inventory:

Languages: C++, Java, C#, MATLAB, Python, VHDL, HTML, CSS, PHP, MySQL, JavaScript

Operating Systems: Microsoft Windows 98/XP/Vista/7, Linux (Ubuntu)

Software: Visual Studio, Eclipse, Dreamweaver, Microsoft Office (Word, Excel, PowerPoint), Microsoft Expression 3, Notepad++, GIMP, Subversion, Mercurial, XAMPP, Microsoft SQL Server 2008

Experience:

appFigures   2012 - Present

Back-End Developer

- Create, design, and implement solutions which enhances the services provided by this company

National Institute of Standards and Technology   May 2011 – August 2011

Summer Undergraduate Research Fellowship at Information Technology Lab, Guest Researcher

- Web Application Development for Computer Security Metadata

City College of New York

Louis Stokes Alliance for Minority Participation (LSAMP), Undergraduate Researcher   2010 – 2011

- Mentor-guided research in the field of cryptography

Grove School of Engineering – Journal of Student Research, Web Developer   2010 – 2011

- Implement the latest articles/magazines relating to research involving the Grove School of Engineering

Grove School of Engineering – Office of Student Research and Scholarship, Web Developer   2010 – 2011

- Implement and improve dynamic functionality of the website

Software Training Instructor   2009 – 2011

- Teach software applications and languages from beginner to intermediate skill levels
- Assist people in troubleshooting their software-related concerns
- Earned Employee of the Month, April 2011

Education

City College of New York, Grove School of Engineering   New York, NY

B.E., Computer Engineering (Fall 2007 – Fall 2011)   GPA: 3.093

- Society of American Military Engineers (Fall 2010)
- Who's Who Among Students in Universities and Colleges Candidate (Fall 2009, Spring 2011)
- Dean's List (Spring 2009, Spring 2008)
- Peter Vallone Scholarship Recipient (Fall 2007)

- Relevant Coursework: Discrete Mathematics, Software Design Lab, Intro to Computing, Assembly Language Programming (IA – 32), Algorithms, Data Structures, Computer Organization, Software Engineering, Senior Design I, Electrical Circuits, Switching Systems, Linear Systems (I & II), Communications Theory, Electronics, Probability and Random Processes, EE Lab (I & II), Digital Integrated Circuits

Projects:

Quest Search Engine   January 2011 – May 2011
- Led a small team to design a search engine which incorporated a system of access privileges for certain user types
- Implemented PageRank system to show relation between articles accessible by the search engine
- Created using HTML, CSS, JavaScript, PHP, and MySQL

Project Gesture   June 2010 - Present
- Collaborated with colleague to create a gesture-based, top-down shooter using C# and Microsoft XNA
- Utilized version control software to optimize game production

Shortwood Past Students Association Website   June 2010 – September 2010
- Designed website utilizing HTML, CSS, JavaScript, PHP, MySQL, and GIMP
- Implemented AJAX functionality to improve performance of gallery

Activities:

National Society of Black Engineers (City College Chapter)
- *Telecommunications Chair*   2010 - 2011
   o Maintain, update, and improve the look and feel of the club website
   o Earned Regional Award: Member of September, 2010
   o Earned Chapter Award: Member of the Year, 2011
- *Secretary*   2009 - 2010
   o Record minutes for all meetings and events held by CCNY-NSBE
   o Create and submit articles for publication to the Grove School of Engineering newsletter
   o Revived, redesigned, and maintained the club website
   o Communicate to the membership about events held by CCNY-NSBE via emails, flyers, and in-class announcements.

Association for Computing Machinery (City College Chapter)
- *Game Development Special Interest Group, Director*   2010 - 2011
   o Lead a small team of programmers
   o Held workshops/discussions about C++, the Simple DirectMedia Layer (SDL) library, optimizing team productivity, and video game structures and algorithms
   o Developing games while utilizing version-control software
- *Club Webmaster*   2009 – 2010
   o Assisted in the redesign of the website layout
   o Updated and maintained the website with the latest news and events

Key Qualities:
Self-motivated, efficient team player, good oral communication skills, able to adapt to changes in work environment, able to handle leadership roles/responsibilities

References:
Available Upon Request