

Franklin Smith

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Summary

Currently a student at the University Of Oregon, pursuing a major in Computer Science with a focus in software engineering, and plan to graduate in June 2019. I am interested in working as a iOS engineer for a technology focused company that allows me to make a creative difference on a daily basis by applying my innovative insights, critical thinking, and programming capabilities to grow business and software product development.

Experience

Friend Maps, Portland, Oregon

iOS Software Engineer

September 2018 - Present

Co-Programmed with my classmate software for our iOS application Friend Maps in Swift, currently available on the apple iTunes app store. My direct role in this project included creating, maintaining, and deploying the Firebase Google Cloud Developers Real Time Database Infrastructure. It was my responsibility to implement the iOS features of user accounts, creating accounts with a profile photo, adding friends, and sorting this data with 500 Millisecond request response time from the user interface. <https://itunes.apple.com/us/app/friend-maps/id1442017567/?platform=iphone>

Snowpack, Portland, Oregon

iOS Software Engineer

December 2016 - December 2017

Created and engineered all software for iOS application "Snowpack" in Swift, currently available on apple iTunes app store. The most user-friendly app that provides real time snowfall conditions, weather reports, and resort update for skier and snowboarders, for all U.S. resorts within seconds. <https://itunes.apple.com/us/app/snowpack/id1324334590?ls=1&mt=8>

Knuckleheads, Portland, Oregon

iOS Software Engineering Intern

March 2018 - September 2018

Designed and build advanced app features for the iOS platform,

Independently crafted project solutions by applying solid Object-Oriented-Design principles

Worked in a team of talented iOS engineers developing amazing native apps.

Worked closely with product management & UX to execute an idea from concept to delivery using excellent software design, coding, & processes.

Continuously discovered, evaluated, and implemented new technologies to maximize development efficiency.

FastModel Sports, Chicago, Illinois

Software Engineering Intern

June 2017 - February 2018

Created, supported, modified, and tested internal company web application. Application provided critical internal company information on carousel style dashboard to users. This application was directly supervised by company CTO Anthony Schaller and CEO Ross Comerford . Technologies used: MySQL Workbench, Maven, Gradle, Postman, Restful API procedures, AWS Environment, Google Auth, Localytics API, Tableau, JSON, Tomcat Apache Server, Jira, Jenkins CI Server, Bit Bucket, Google Visualizations library, HTML, Java 8, Javascript.

Education

University of Oregon, Eugene, Oregon

Bachelor's Degree

Graduating - June 2019