

Summary

Computer Science graduate with a passion for object oriented web and mobile application development. I love Vim, Linux and OS X and I enjoy customizing my development environment. Interested in learning new technologies and tools if the need arises.

Skills

DevOps	AWS CI/CD Pipeline services, Git (GitLab, GitHub, Bitbucket), Gradle, Maven, Google Cloud Platform, Jira, Redmine
Back-end	Webservices, Apache, REST API, SQLite, Firebase
Front-end	HTML5, CSS3, Bootstrap, XML, WordPress, Drupal
Programming	C++, JAVA, PHP, JavaScript, Python, LaTeX
Development Tools	Netbeans, Eclipse, Android Studio, Visual Studio, Vim, Emacs, Adobe DreamWeaver, Bash

Work Experience

Ferguson Enterprises

Newport News, VA

IT Specialist

Jan. 2021 - Present

- Assisted with developing a custom asset tracking tool consisting of an Access database back-end and a form GUI front-end
- Designed the front end to be easy to use and on-board, allowing the Asset Management team to keep track of corporate hardware across several locations and make report-generation more feasible
- Increased infrastructure performance and accuracy by designing and implementing an asset life cycle and tracking system solution

Old Dominion University

Norfolk, VA

Web Developer & Systems Administrator

Feb. 2020 - Dec. 2020

- Developed web and server base applications in both the design and dynamic functionalities using HTML5, PHP, JavaScript, CSS3, Python, SQL, APIs, cloud resources such as AWS, Kaltura, Cisco, WebEx and Zoom
- Redesigned the Distance Learning online resources webpages by developing a backend python scraper which parsed catalog and schedule data from Oracle databases into a responsive datatable I styled in HTML, JavaScript and CSS.
- Re-designed and developed responsive and adaptive commencement information and archive web pages such as creating responsive data tables and a responsive mobile navigation menu.
- I re-designed the distance learning's upcoming online courses responsive datatables by developing the backend in Python by creating a python scraper for Banner, which is ODU's course catalog and registration system.
- Using HTML, JavaScript and CSS, I styled the online courses datatables and added elements to make it more engaging to students, such as table sorting options.

Old Dominion University

Norfolk, VA

Technical Support Professional

Aug. 2017 - Sept. 2019

- Provided second level technical support for various devices and applications which includes Microsoft Windows, macOS, Microsoft Office, various Adobe products, desktops, laptops, local and network printers
- Held leadership roles in several projects such as: Windows 7 to 10 campus migration for both desktops and VDI, macOS High Sierra and Mojave Upgrades, CrowdStrike campus deployment and replacements of university systems
- Evaluated, updated, replaced or created over 20 processes through documentation and workflow

Education

Old Dominion University

Norfolk, VA

B.S. in Computer Science

Aug. 2015 - June 2020

Project Experience

LoQui

Old Dominion University

Full Stack Developer

Jun. 2019 - Jun. 2021

- Worked with a team of 6 classmates to develop a fully functioning and downloadable prototype Android app designed to improve social and communication skills for autistic children for use through a tablet or smart phone
- Lead, designed and developed the user experience and interface design in XML in Android Studio and wrote over 5 classes in Java implementing a flashcard game interface, splash, login and registration interface, authentication using Google Firebase and an avatar selection interface. Researched and developed an algorithm for a means of retrieving a speech recognition for practicing pronunciation using Google Cloud Speech API.
- Implemented user stories, concept sketches, wire-frames, wrote requirement specifications, interviewed stakeholders and created user flows as well as delegate the implementation of classes and track bugs using Jira

MoodEx

Old Dominion University

Full Stack Developer

Jan. 2020 - Present

- Research through design and surveys showed the need for personalization of layouts, emojis and colors.
- Implemented an Android app prototype that users can use to log their daily health habits as well as mood to explore how to best motivate users to track their mood. I also configured authentication with Google's Firebase database and used SQLite persist data between users' sessions. I used Google Maps Android API to integrate google maps into my GPS functionality algorithm for tracking walks.
- The design phases involved many iterations consisting of developing a low fidelity prototype, developing a high fidelity prototype, testing and evaluation.