# Robert A. Holmes

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## Objective

To obtain a software engineering position utilizing the technical and problem-solving skills I have acquired from a rigorous education, previous internship experiences, and work across the software development lifecycle in both contexts.

## Education

*Vanderbilt University*, Nashville, TN | August 2017 – May 2021
Bachelor of Science in Computer Science and Political Science | Overall GPA: 3.1/4.0
*Selected Coursework*: Web Systems Architecture, Web Systems Capstone Project, Intermediate Software Design, Data Structures, Database Management Systems, Algorithms, Cyber Security, Computer Networks, Program and Project Management

## Skills

*Languages*: JavaScript, HTML, CSS, Java, C++
*Frameworks/Libraries*: React.js, React Native, Node.js,  jQuery, Bootstrap, Electron.js
*Tools*: Git, AWS, Docker, Postman, Visual Studio Code, Windows, Linux, Expo/Expo Go
*Database*: MongoDB, MySQL

## Experience

*FCCI Insurance Group,* Sarasota, Florida
Enterprise Architecture Intern | Summer 2021
- Wrote and implemented Java classes and corresponding Junit tests for the recurring record logic of a new legal filing notice case management application; also contributed to UX design process
- Researched and demonstrated the capabilities of underutilized pieces of the SoftwareAG suite to help identify potential use cases within the company
- Professionally trained in AGILE software development methodologies

*Millennium Physician Group*, Fort Myers, Florida
IT Intern | Summer 2019
- Projects included imaging computers, patching security vulnerabilities on compromised systems, and deploying equipment to various office locations

## Projects

*LastMeal* (Spring 2021) | React Native, Django, MongoDB, Expo
- Mobile app that helps users track ingredient expiration dates and recommends recipes that use specified or nearly-expired items; available for iOS on the App Store
- Designed and implemented the user interface for the the Recipe, Recipe Information, Pantry, and Profile screens
- Worked with backend team to plan and develop the application's API, which makes use of third-party APIs and NGINX caching for recipe information retrieval and dynamic image generation

*Stardew Valley Bundle Companion* (2020-21) | React.js, Electron.js
- Personal project in the form of a desktop application designed to be used as a companion for the popular video game *Stardew Valley* that helps players track progress on a major in-game objective
- Leverages the Electron Store library to save user progress to the local machine in real-time, eliminating overhead of manually saving and loading profile data
- Releases published on GitHub; available for Windows