Robert A. Holmes

941-258-2486 | holmera10@gmail.com

Objective

To obtain a professional position as a software engineer utilizing the technical and problemsolving skills I have acquired from a rigorous education, previous internship experience, and work on programming projects.

Education

Vanderbilt University, Nashville, TN

Bachelor of Science in Computer Science and Political Science, May 2021

Engineering GPA: 3.223

Selected Coursework: Web System Architecture, Web System Project, Intermediate Software Design, Data Structures, Database Management Systems, Algorithms, Cyber Security, Computer Networks

Skills

Languages: JavaScript, HTML, CSS, Java, C++/C, MySQL

Frameworks and Tools: React.js, React Native, Node.js, MongoDB, Electron.js, jQuery, Git and GitHub, AWS, Docker, Postman, Windows, Ubuntu, Visual Studio Code

Projects

LastMeal (Spring 2021)

- Applied software engineering principles in the production of a fully functional pantry management iOS application
- Designed and implemented the user interface and overall usage flow for the frontend of the application
- Worked with back-end team to design and develop the application's API

RobCard (Fall 2020)

- Applied web development skills to create a single-page web application that allows users play klondike solitaire
- Developed the entirety of the front-end, API, and database using React.js, Node.js, and MongoDB respectively
- Deployed using Amazon Web Services (ec2)

Stardew Valley Bundle Companion (2020-21)

- Developed a desktop application to be used as a companion for the popular video game *Stardew Valley* that helps players track progress on a major objective
- Used as an opportunity to explore the compatibility of UI design with React.js alongside Electron.js, a technology I had no prior experience with
- Releases published on GitHub

Experience

Millennium Physician Group, Fort Myers, Florida

IT Intern (Summer 2019)

- Worked with Technology Innovation Services to ensure the preservation of a smooth daily experience for over 470 healthcare providers and their patients
- Projects included tasks such as patching EternalBlue vulnerabilities on compromised systems and conducting hardware and software refreshes on provider networks
- Fast-paced medical environment demanded little operational downtime and consistent performance under pressure