

Robert A. Holmes

2545 Vancouver Lane, North Port, FL, 34286
941-258-2486 | robert.a.holmes@vanderbilt.edu

Summary

Upcoming computer science graduate from the School of Engineering at Vanderbilt University seeking employment as a software engineer and the opportunity to use proven programming and communication skills acquired from a rigorous education, previous internship experiences, and personal projects.

Education

Bachelor of Science | May 2021 | College of Engineering, Vanderbilt University, Nashville, TN
Major/Second Major: Computer Science/Political Science
Cumulative GPA: 3.019

Related Coursework

Web System Architecture, Intermediate Software Design, Database Management Systems, Algorithms, Cyber Security, Data Structures, Operating Systems, Project Management, Capstone Project (Spring 2020)

Technical Skills

Languages

Proficient - JavaScript, HTML, CSS, Java, C++, MySQL
Familiar - C, Python

Frameworks/Libraries and Tools

React.js, Node.js, Electron.js, jQuery, Bootstrap, Git/GitHub, AWS, Docker, Windows

Database

MySQL, MySQL Workbench, MongoDB

Sample Projects

Personal Website: <http://holmera1.github.io> (see for additional information and projects)

Solitaire Web Application – React.js, Node.js, MongoDB

- Utilized Node.js on the backend to build a RESTful API with MongoDB; frontend designed using React.js; hosted with Amazon Web Services
- Allows users to register an account and play/track multiple games of klondike solitaire

Stardew Valley Bundle Companion Desktop Application – Electron.js with React.js

- Built using Electron.js integrated with React.js, releases are published on GitHub
- Designed as a companion app for the game Stardew Valley that helps players track and plan bundle completion progress more efficiently

League of Legends Historian Web Application – JavaScript, HTML, CSS, PHP, MySQL

- Backend developed using MySQL and MySQL Workbench, frontend designed using PHP, JavaScript, HTML and CSS
- Provides users with a snapshot of the most popular and successful strategies for previous patch versions of the multiplayer online game League of Legends using data from over 180,00 matches

Employment

Summer IT Intern | Millennium Physician Group | May 2019 – July 2019

Worked with the Millennium Physician Group's Networking and 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 identified machines and conducting hardware and software refreshes on provider networks. Fast-paced work environments allowed for little operational downtime.