

Robert A. Holmes

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Objective

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

Education

Vanderbilt University, Nashville, TN | August 2017 – May 2021

Bachelor of Science in Computer Science and Political Science | Overall GPA: 3.1

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, Electron.js, jQuery, Bootstrap

Tools: Git, AWS, Docker, Postman, Visual Studio Code, Windows, Linux

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 the UI design of the new record form and user landing dashboard
- Researched and demonstrated the capabilities of underutilized pieces of the SoftwareAG EIP 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

- 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 Recipe, Recipe Information, Pantry, and Profile screens; used Expo Go to test and debug on a personal iPhone
- 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 and open-source code are published on GitHub