

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 development 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 System Architecture, Web System 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

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

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
- Researched and demonstrated the capabilities of underutilized pieces of a larger suite of software 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
- Nature of healthcare industry demanded consistent performance under pressure

Projects

LastMeal (Spring 2021) | React Native, Django, MongoDB

- Designed and implemented the user interface and application flow for the front end of a fully-functional pantry management iOS application
- Worked with backend team to design and develop the application's API, which makes use of third-party APIs and NGINX caching for recipe information retrieval and dynamic image generation
- Available for download on iOS via the App Store

Stardew Valley Bundle Companion (2020-21) | React.js, Electron.js

- Developed 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
- Used as an opportunity to explore the compatibility of React.js UI design with Electron.js, a technology I had no prior experience with
- Releases published on GitHub