Grant Marsh

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Objective

I am a highly motivated and adaptive programmer that has worked on projects in numerous languages covering complex data structures, algorithms, full-stack development and even mobile app development.

Education

COMPUTER SCIENCE | DECEMBER 2020 | COLORADO SCHOOL OF MINES

- · Major GPA: 3.2
- · Major: Computer Science
- · Emphasis: Economics and Business
- · Related coursework: Software Development, Full-Stack Development, Project Management, Entrepreneurship

GED | MAY 2016 | CHARLOTTE HIGH SCHOOL

Skills & Abilities

SOFTWARE DEVELOPMENT

- I have completed and participated in projects covering the worlds most popular programming languages (C++, Java, JavaScript, HTML+CSS, PHP, Kotlin, Swift, Node.JS, React.JS, Python, R)
- I have created the Clue game in Java with a working GUI, a memory manager employing multiple sorting algorithms in C++, a QR scanning application in Kotlin, and a personal website using HTML/CSS/JS using the Bootstrap4 framework.

BUSINESS MANAGEMENT

• I have taken a project management course where I created a WBS for a proposed project, a project statement with a schedule and financial analysis, and performed risk assessment exercises.

LEADERSHIP

• I was treasurer of Kappa Sigma at the School of Mines. I created a budget and managed the fraternities \$150,000 in liquid assets.

Experience

SOFTWARE ENGINEER - FIELD SESSION | DATA VERITY | MAY 2019 - JULY 2019

 I helped my development team create an automated testing suite for data verity's existing code base using php. Our team employed the agile development system where I ran and participated in weekly scrum meetings.