

Jennifer Funck

Software Engineer - Rite Aid Inc

Harrisburg, PA - Email me on Indeed: [indeed.com/r/Jennifer-Funck/d232bba213035589](https://www.indeed.com/r/Jennifer-Funck/d232bba213035589)

Willing to relocate: Anywhere

Authorized to work in the US for any employer

WORK EXPERIENCE

Software Engineer

Rite Aid Inc - May 2016 to Present

Developed for and supported Rite Aid's pharmacy software, NexGen and store facing web applications. Applications are written in Java SE and .NET. Responsible for the design, development, documentation, analysis, creation, testing or modification of computer systems or programs, including prototypes, based on and related to user or system design specifications.

Associate Application Developer

HM Health Solutions - July 2014 to May 2016

Worked on multiple teams on new development and maintenance for United Concordia's customer service applications; specifically ADDP, WAS 8.5, BCBSMN, and DLPS. Applications are written in JSP, JSF, and Java with IMS, DB2 and Oracle back ends. Tasks include new development, code maintenance, on-call rotation, and backlog grooming.

Junior Programmer

Computer Aid, Inc - January 2014 to April 2014

Underwent four months of training in C#, ASP.NET, Visual Studio, and SQL Server.

Programmer

KLN at Shippensburg University - March 2013 to December 2013

Worked solo on website maintenance, web applications and pet projects for the Keystone Library Network. One such project was a Process Checklist PHP web application with the purpose of assisting Systems Administrators (and others) with the process of documentation through the use of procedural lists. This project was written using Laravel PHP and Javascript.

EDUCATION

Bachelor of Science in Computer Science in Computer Graphics

Shippensburg University - Shippensburg, PA

SKILLS

.NET. (1 year), C (1 year), Java (3 years), JSF (1 year), JSP (1 year)

LINKS

<https://www.linkedin.com/in/jenniferfunck>

PUBLICATIONS

Temporal Difference Learning AI

April 2013

Created an AI that learned to play the game Glest through temporal difference learning. The project was done using C++ and XML. The peer-reviewed research paper detailing the results was published in PACISE's 2013 proceedings.

ADDITIONAL INFORMATION

PROFESSIONAL SKILLS

- Java/J2EE
- JSF
- JSP
- C / C++ / C#
- Python
- Eclipse
- Visual Studio
- PHP

- SQL
- JavaScript
- WebSphere
- OpenGL
- Blender
- HTML
- CSS 3.0
- XML