James Little

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Education

Bowdoin College, Brunswick, ME — Bachelor of Arts anticipated in June 2019. GPA 3.8/4.0
> *Major*: Computer Science
> *Relevant Coursework:* Data Structures, Algorithms, Introduction to Systems, Mobile Computing, Robotics, Robotic Behavior Independent Study, Principles of Programming Languages, GIS Algorithms
> *Honors:* Named Sarah and James Bowdoin Scholar for 2015/16 academic years, Gibbons Fellowship Scholar for Summer 2016

Milton Academy, Milton, MA — Class of 2015

Skills

Programming Languages: Swift, Objective-C, C++, C, Java, Python, JavaScript, PHP, SQL/SQLite, HTML5, XML, CSS/SCSS, LaTeX

Software Development:
> Full-stack development on iOS and web. Database schema design. Agile development methodology. Test-driven development. Object-oriented paradigms. Multithreading and asynchronous programming. Linux web server administration. REST web application architecture. MVC application structure. Experience with large codebases and debugging intricate systems.

Design, user experience, user interface:
> Print, web, and mobile user flow. Understanding of hierarchy, typography, color, and space. Attention to usability details and adherence to established design standards.

Software Proficiencies:
> Gulp, NPM, Laravel, JQuery, Vagrant, Git/Github, Xcode, CocoaPods, Parallels, Adobe Photoshop, Adobe InDesign, Adobe Illustrator, Sketch, Affinity Designer, Pixelmator, Sequel Pro, macOS, iOS, Final Cut Pro, Slack, JIRA, Hipchat

Work Experience

Okta *Software Engineering Intern, Mobile Team,* San Francisco, CA, Summer 2017
- Spearheaded a networking refactor of a Okta Mobile, an SSO and MDM client iOS app with 20,000 unique users per month. Replaced one networking framework (MKNetworking) with a system designed around AFNetworking. Changed the structure and format of every API request made within the app. This refactor removed 40,000 lines of code and 500+ unused files.
- Completed work on a replacement login package for the app, implementing Touch ID authentication and a UX redesign. Eventually replaced the app's existing login system with the new package. This feature addition was one of the most-requested among Okta Mobile's user base, and will be released on the iOS App Store in September 2017.
- Learned about concurrency, view controller flow, and secure data management in the keychain in an enterprise setting.
- Expanded my toolbox to include CocoaPods. Learned more about using LLVM and Xcode's debugging tools.

RoboCup SPL – Northern Bites (robotic soccer team) *Development Team Member and Project Lead,* Brunswick, ME, Fall 2015 – present
- Programmed *Aldebaran Nao* robots to play soccer autonomously as part of a small undergraduate team, helping the team win ninth place in the 2016 Standard Platform League World Cup in Leipzig, Germany
- Analyzed, worked with, and added to a large, intricate codebase that was built over twelve years of development.
- Developed an addition to the vision system, allowing the robots to detect the center circle in the middle of the soccer field.
- Wrote and distributed an iOS app to stream and save images from the robots' two cameras, drastically speeding up development
- Worked with development tools to improve the visualization of data coming from the robot.
- Redesigned the team's Git workflow to aid in project management and code merging before each scrimmage.
- Worked in C++, Java, and Python using a Linux environment; gained proficiency in Git.

The Bowdoin Orient (newspaper) *Web and Layout Editor*, Brunswick, ME, Fall 2015 – Spring 2017; *Digital Director* Spring 2017 – present
- Singlehandedly redesigned website with a new WordPress backend and a custom theme to correspond with print redesign.
- Carried out a newspaper-wide redesign project, including font pairing, element design, and print/web interoperability.
- Worked on the design and layout team placing articles, designing graphs, and creating spreads; eventually led a design team.

McGraw Hill Education: Digital Solutions, *Quality Assurance Intern, Project Management Intern*, Boston, MA, Summer 2014, 2015
- Found and documented bugs in an upcoming cross-platform ebook reader application.
- Documented end user functionality for an education software suite and presented this documentation to software developers.
- Designed a user testing methodology for *Engrade Insight*, learning software that allows teachers to group students by performance and engagement in the classroom.
- Worked with data scientists to determine a metric for student engagement.
- Learned about Agile software development along with scrum techniques.

More About Me

I can communicate clearly about technical and non-technical subjects, to individuals or to a group, in writing or verbally. I remain organized in a chaotic environment. I am a fast learner, and I won't hesitate to ask questions when confused. I am familiar with Apple hardware and software. I enjoy literature, long-distance running, podcasts, and indie pop music.