JAMES RISBERG

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EDUCATION

University of Florida

Graduation: May 2016

B.S., Computer Science Minor, Sales Engineering

SKILLS

Languages + Frameworks:

Objective-C Swift

Java C++

Javascript

HTML5

CSS3

Node.js

Angular.js

MongoDB

Tools + Tech:

Xcode Illustrator Sketch

Git Photoshop Jira

Agile + Scrum

EXPERIENCE

Verigo: iOS Developer (Objective-C) 2012 - 2015

- ▶ Startup developing supply-chain visualization technology under a SaaS model
- ▶ Developed an application to interface with proprietary sensor devices via Bluetooth 4.0 technology
- ► Employed Agile Development and Scrum practices to manage project requirements and drive progress
- ► Implemented major UI/UX overhaul in collaboration with external graphic designers

PROJECTS

Simpoll: YHack 2015 (Swift)

- ► Simple polling app for crowdsourcing basic decisions
- ▶ Used AFNetworking to communicate with a server via a Restful API
- ▶ Designed and implemented UI and logo using Sketch
- ► Collaborated on a team of four to deliver a complete native app with web portal and backend in under 24 hours

RBC Wallet Redesign: Class Project (Sketch3 + Invision)

- ► Conducted user research and concept testing for a redesign of Royal Bank of Canada's Mobile Wallet application
- ▶ Developed mockups and wireframes for user-focused designs based on usability and experience feedback
- ▶ Built an interactive prototype using Invision for hands-on demos
- ► Worked with a representative from RBC to ensure quality of work and satisfaction of client needs and expectations

RPG Pirate Game: Class Project (Java)

- ▶ Worked on a team to develop an RPG game in Java
- ▶ Designed and built many of the GUI elements using Swing

Ubuntu Shell: Class Project (C)

- ► Created a shell that mimicked Ubuntu's native shell as part of a two-person team
- ► Performed all basic functions of the native shell (directory navigation, piping, file management, etc.)