


JAMES RISBERG

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EDUCATION

University of Florida

Graduation: May 2016

B.S., Computer Science
Minor, Sales Engineering

SKILLS

Languages:

Objective-C Swift CSS Java
HTML Javascript C++

Tools & Tech:

Xcode Git Agile Sketch
Photoshop Illustrator Jira

EXPERIENCE

Verigo: iOS Developer 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 portal and backend in under 24 hours

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.)