Jeffrey Sham

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Objective | To obtain a challenging application based software development position that will utilize my Algorithms and Data Structures experience to make lasting contributions to the overall success of the organization

Education | **Johns Hopkins University**, 3400 North Charles Street, Baltimore, MD 21218
- Bachelor of Science: Computer Engineering, Computer Science, Expected: May 2017
- GPA: 3.71/4.00, Dean's List
- Relevant School Courses: Algorithms I, Databases, Computer Networks, Data Structures, Computer Systems Fundamentals, Automata & Computation Theory, Circuits, Calculus

Relevant Experience | **Software Engineering Intern** Yext, Inc.
2016 - Present
- Improve the efficiency of marketing and location scanning webpages using the Play framework
- Collaborate with teammates in sprints to plan and tackle tasks as well as reduce system problems
- Incorporated event tracking and updated UI in Yext's Location Scan applications (Android, iOS)
- Utilize Java to create 10+ endpoints to connect Yext software to the web, Clover, Salesforce, and Maropost

Lead Developer and Cofounder Flutter Inc.
2014 - 2016
- Launched the location-based picture sharing iOS application, Flutter for iPhone
- Integrated various techniques to store and analyze data using Parse
- Implemented smooth transitions and animations within and between pages
- Collaborated with designer to form the color scheme and the user interface
- Programmed the overall functionality

Software Developer IT @ Johns Hopkins University
2015 - Present
- Work with the Salesforce platform for the web application FacultyForce, a social network to connect Johns Hopkins faculty together to tackle global issues
- Utilize SQL server to create data models and modify FacultyForce data models
- Created Apex Unit Tests to find bugs and improve quality of the code base

Computer Science Teaching Assistant Johns Hopkins University
2015
- Held office hours to help students with their questions and Java and Data Structures concepts
- Graded homework and instruct Java labs

Associate Mobile Engineer Mindgrub Technologies
2013 - 2014
- Familiarized myself with database frameworks such as Parse and viaPlace
- Learned how to effectively work in a team environment
- Produced an Android tour application for viaPlace and an iOS Ping Pong Tournament Application

Key Projects | HopHacks, Johns Hopkins University
- Fall 2015: Awarded Most Innovative Hack award, Best use of Pebble award, and Honorable Mention for use of Open Data for our Android and Pebble application SafeRock, which uses Google Maps and Baltimore's Open Data on crime to improve the user's safety
- Fall 2014: Awarded first place for our Voronoi Cast, which utilized 3D printing and 3D modeling to create a cast for a photographed body part

IEEE Arduino Competition, Johns Hopkins University
- 2015: 1st place: Laser Guitar – Constructed a guitar out of acrylic that uses lasers as strings and buttons as frets with three fellow sophomores

Movie Awards Project, Databases Final Project
- Collaborated with another Computer Science junior to create an awards database and interface using MySQL, HTML, and PHP

Skills & Abilities | Platforms: Android, iOS, Play Framework, Salesforce
Languages: Java, Objective C, SQL, C/C++, MATLAB, Python, Apex, HTML, PHP, CSS, Javascript, x86
Computer Skills: Unix/Linux, Microsoft Office
English – Native, Mandarin Chinese – Conversational, Spanish – Basic

Leadership | Johns Hopkins Breakdancing Club, Vice President [2014 – 2016]
- Organize practices and breakdance performances
- Maintain all forms of internal communication