Sevena Skeels

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PROFICIENCIES

- Frontend: XHTML, CSS, jQuery
- Languages: Java, Python, PHP, C, Javascript
- MVC frameworks: FuelPHP, CodeIgniter
- MySQL
- Git
- Basic Unix experience

EDUCATION

University of Central Florida

Computer Science

GPA 3.52

Expected Graduation May 2015

EXPERIENCE

Techranger, University of Central Florida Orlando, FL — October 2011 - August 2014

Created in-house web applications for use by the online-learning department at UCF. Technologies used include PHP, MySQL, FuelPHP MVC framework, Javascript, HTML, CSS, and minimal AngularJS.

Intern, Lender Processing Services Jacksonville, FL — Summer 2013

Product testing using the Visual Studio Coded UI tool and C#. Automated tasks such as web mining and data formatting with jQuery, Python, Selenium, and regular expressions.

Intern, Georgia Tech Research Institute Atlanta, GA — Summer 2011

Contributed to C#/WPF application that provides chemical information to emergency first responders. See https://www.chemicalcompanion.org for more info.

PROJECTS

Online Course Management System

- Developed for the University of Central Florida while employed as a Techranger.
- Worked as a backend developer, and later became the project manager.
- Developed with PHP, FuelPHP framework, jQuery, MySQL, Instructure Canvas API, and issue tracking with Git.
- Project acts as an intermediary between teachers and the Canvas learning management system.
- Our team was awarded a Prudential Productivity Award in 2014 for enhancing productivity within state government.

Knights Path: Class Schedule Planner

- Developed for a group project based class (Processes for Object Oriented Software Development).
- Android application that allows students to enter their class schedule, dynamically displays the current day's schedule, and provides navigation to class locations using Google Maps.

Final project for AI for Game Programming course

- A simple game written in C# using the MonoGame framework.
- Implemented autonomous agents that successfully navigated a map using pathfinding and simulated sensors. The agents iterated through states such as "seeking" when in range of the player, "wandering", and "investigating".