Sevena Skeels

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PROFICIENCIES

- Front end: 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

Software Engineer, Harris Corporation Melbourne, FL — June 2015 - Present
Worked on the front-end of an application used for visualization of geographic data. Gained experience with AngularJS and unit testing JavaScript with Karma and Jasmine.

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
Saved months of effort by automating product testing tasks. Automation included using Selenium to crawl the product's site, jQuery to parse the data and create variable mappings, and Python as a web server to coordinate everything.

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".