

Justin Hatin

Software Developer
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Objective

To obtain a full-time mobile/web development position where I can apply my prior experience and proven work ethic to produce quality software.

Education

Rochester Institute of Technology, Rochester, New York
Bachelor of Science in Game Development/Design
Minors: History, American Politics

Expected: May 2017

GPA: 3.8/4.0

Relevant Experience

Software Developer I, Fujifilm SSD, Rochester, NY

April 2017 – Present

- ⤴ Developed features for Fujifilm SPA SDK
- ⤴ Shared responsibility in the design and architecture of features
- ⤴ Communicated between other developers, QA testers, and project managers

Mobile App Developer, Envative, Rochester, NY

January 2017 – March 2017

- ⤴ Developed native mobile applications for both iOS and Android
- ⤴ Tested and debugged new software applications
- ⤴ Ensured that code is modifiable, efficient, reliable, and understandable
- ⤴ Implemented proper infrastructure for feature development
- ⤴ Integrated native applications with backend RESTful APIs

Software Developer Co-op, Fujifilm SSD, Rochester, NY

January 2016 – August 2016

- ⤴ Created and developed applications and services
- ⤴ Shared responsibility in the design and architecture of features
- ⤴ Communicated between other developers, QA testers, and project managers
- ⤴ Worked in multiple codebases
- ⤴ Utilized the Agile development process

Skills

- ⤴ Programming Languages By Proficiency:
 - JavaScript, HTML5, CSS3, Swift 3, C#, Java, Objective C, XML, SQL, C++11
- ⤴ IDEs:
 - Visual Studio 2012-2015, Xcode 8, Android Studio
- ⤴ Operating Systems: Windows 7-10, OS X 10.12
- ⤴ Source Control: Microsoft Team Foundation Server, TortoiseSVN, GitHub
- ⤴ Methodologies: Agile

Projects

Fujifilm SPA SDK

January 2016 – August 2016

- ⤴ Helped build an Android and iOS library that can be utilized by other developers
- ⤴ Library receives images from a calling app and initiates a checkout flow
- ⤴ Users can add images to various products and perform edits
- ⤴ Tackled user experience vs. performance challenges
- ⤴ Worked with Verizon to integrate the library with Verizon's Cloud application