

**Justin Hatin**  
Software Developer  
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## Objective

To obtain a full-time entry level software development position. Available starting in May 2017.

## Education

**Rochester Institute of Technology**, Rochester, New York  
Bachelor of Science in Game Development/Design  
*Minor: History*

Expected: May 2017  
**GPA: 3.8/4.0**

## Relevant Experience

**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, Java, C#, C++11, Objective C, Swift, XML, SQL
- ⤴ IDEs:
  - Visual Studio 2012-2015, Android Studio, Xcode
- ⤴ Operating Systems: Windows 7-10, OS X 10.11
- ⤴ Source Control: Microsoft Team Foundation Server, TortoiseSVN, GitHub
- ⤴ Methodology: Agile
- ⤴ Game Engines: Unity 3D
- ⤴ APIs: OpenGL
- ⤴ Other Software: Adobe Photoshop CS6, Autodesk Maya 2015
- ⤴ Foreign Languages: Intermediate in German (Reading, Writing, Speaking)

## Selected Project

**Fujifilm SPA SDK**

January 2016 – August 2016

- ⤴ Helped build an Android and iOS library that developers can integrate with
- ⤴ 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

## Additional Activities/Achievements

- ⤴ Named to Dean's List Fall 2013 through Fall 2015
- ⤴ RIT Achievement Scholarship