Jared D. Mavis
BS Computer Science: Game Design
University of California Santa Cruz
June 2013. GPA 3.79

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Project Experience

Member of Technical Staff- Cloud Parity   September 2013-Present
- Working using Cordova for a web app on iOS and Android
- Handling all native Objective-C and Java programming in addition to the JavaScript web app
- Using Backbone, Bluebird, jQuery, and Require.
- Developed location matching algorithms using Android and iOS location APIs
- Developed coding standards and project management tools

Terrachanics Internship- US Department of Energy   June 2012-October 2013
- Programming tasks: mobile controls, GUI/sound systems, and Facebook integration
- Worked remotely in JavaScript with Unity for release on Android and iOS in a 20+ person team

Android Development Freelance Work- UCSC Social Sciences   January 2013-April 2013
- Created system for a multi-staged survey program by integrating with existing application
- Quickly learned large Java code base and created significant weekly deliverables
- Created and altered Python scripts for survey data aggregation and formatting
- Successful private release in April 2013

Boxed Meeting Android Application   August 2013
- Independently developed and released an Android application to the Google Play Market
- Integrated with Google Analytics and AdMob

School Project Experience

One Day Game Design Capstone   Fall 2012-June2013
- Producer, Programing Lead and Scrum Master
- Developed and designed controls, mechanics, GUI, and AI in Unity with C#
- Responsible for creating and maintaining UML class, state and sequence diagrams
- Manage and communicate with cross-disciplinary team of 20 members

Mantis Video Android Application Capstone- eBay Research   January 2012-June 2012
- Was lead on Android client development and usability under mentorship of eBay research
- Worked in Java and followed scrum practices over the 20 week project in a team of 5
- Interfaced with REST style Amazon S2/S3 and Heroku cloud services

Leadership Experience

President and Vice-President- UCSC Association for Computing Machinery   May 2012-June2013
- Helped to organize and lead events including hackathons and programming contests
- Gave presentations and led group workshops on computer science topics

Treasurer and Technician- UCSC Slug Anime and Manga Association   May 2012-June2013
- Led weekly meetings and performed event organization, accounting and technical set-up

Computer Skills

Java- 1 Year of java classes. Topics include graphics and server/client interaction. 2+ Years of Android development experience.	**C++** 3 years of class project experience. Topics include operator overloading, inheritance, polymorphism, dynamic memory usage, pointers.
Python- 8 months experience developing class projects and a script to aggregate survey data.	**C#** 1 year of game development experience on 2 projects. One for 10 weeks and one for 40 weeks. Topics include AI and UI.
JavaScript/HTML/CSS- 1 year JavaScript experience developing web application and 1 year working on game in Unity	**General development experience** in Scrum/Agile, software design and patterns, refactoring, version control with SVN and Git, HCI and documentation with class, state and sequence diagrams.