# February 6, 2016 (865) 242-7214 github.com/jmhossler

# **Objective**

• Enthusiastic and dedicated software developer and undergraduate student seeking experience and an entry-level position in software development.

# **Technologies**

• Languages: C++, C, Python, C#, Assembly, Java, Javascript

• Frameworks: Ruby on Rails

• Utilities: Unix/Linux, bash, git, vim, LaTeX

• Operating Systems: Linux (several distributions), MacOSX, Windows

• **DBMS**: MySQL

## **Education**

### The University of Alabama

Tuscaloosa, AL 2013-May 2017

B.S. Computer Science

- Engineering Leadership Scholarship recipient
- Presidential Scholarship recipient
- 3.28 GPA
- Minors: Physics, Mathematics
- Related Coursework: Digital Logic Design, Data Structures and Algorithms, MicroControllers, Software Engineering, Modern Physics, Chemistry, Programming Languages, Operating Systems, Database Management Systems

### **Career Experience**

### The University of Alabama

Tuscaloosa, AL

 $\begin{subarray}{l} Student\ Audio\ Visual\ Technician/Technical\ Support \end{support}$ 

May 2015 - Present

- Maintained and updated all the computers in the building.
- Handled and maintained the AudioVisual equipment for events in the building.
- Created a new organization system for inventory which decreased time taking inventory and increased efficiency in locating specific items in the office.

#### The University of Alabama

Tuscaloosa, AL

Learning Assistant

Fall 2014 - Present

- Helped multiple professors teach introductory Physics, both honors and standard classes.
- Gained experience as a class leader through assisting students develop the skills necessary to understand classical physics.

#### The University of Alabama

Tuscaloosa, AL

Teaching Assistant

Spring 2015

- Helped the two most successful courses in Introduction to Programming (C Programming) succeed by motivating students to develop programs on their own for practice
- Converted several students from other majors to Computer Science majors with my enthusiasm for programming