

Ken Smith

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SOFTWARE DEVELOPER PROFILE

Highly analytical problem solver with experience in object-oriented programming principles

- Proficiency in developing, testing, and debugging code
- Quickly learn and master new technologies; successfully work in both team and self-directed settings

TECHNICAL SKILLS

Languages: Java • Python

Languages in Progress: HTML • CSS3 • JavaScript • React

Operating Systems: Windows 10

Platforms & Tools: G Suite • Adobe Creative Suite • Microsoft Office Suite • GitHub • Trello

EDUCATION

Green River College, Auburn, WA

Graduated December 2019

Associate of Science - Engineering, Computer Science, & Physics

GPA: 3.95

Awards: Highest Honors, Student Life Leadership (2019) – Founding President of Environmental Club

RELATED EXPERIENCE

Computer Science Tutor, Holman Library (Green River College), Auburn, WA

June 2019 – Dec 2019

- Guided and assisted student understanding in Java and Python language courses
- Analyzed information and evaluated results to choose the best solution and solve problems
- Modified existing programs to correct errors or to improve performance

Math Lab Tutor, Green River College, Kent, WA

October 2018 – June 2019

- Developed and maintained cooperative working relationships with others
- Identified the educational needs of others, teaching and instructing accordingly
- Assisted diverse students including non-native English speakers

PROJECT EXPERIENCE

Environmental Footprint Calculator

January 2020

- Designed a calculator with GUI implementing ActionListener, KeyListener & Runnable
- Incorporated elements such as a countdown timer, input fields, checkboxes, etc.

Data Structures (CS 145), Green River College, Auburn, WA

June 2019

- Utilized programming logic in order to develop robust classes and win competitions
- Demonstrated knowledge of complex data structures such as Array Lists, Linked Lists, and Binary Trees by developing custom versions of these classes from scratch

Mock Grocery Store Client

March 2019

- Co-authored an extensive console app involving a client, multiple state classes, object classes and a database