

Kyle Verrier

<http://kverrier.github.com>
✉ kyle.verrier@gmail.com ☎ (917) 520-5953
220 W93rd Street Apt. 4A, New York, NY 10025

OBJECTIVE	Obtain a 2012 summer internship in software design and engineering, developing technologies pertaining to focus in web applications.
EDUCATION	<i>Bachelor of Science</i> , Computer Science & <i>Minor</i> : Business Administration, May 2013 Carnegie Mellon University, Pittsburgh, PA
COMPUTER SKILLS	<i>Computer Languages</i> : Java; Python, Ruby, Pearl; C, Assembly; Standard ML <i>Frameworks & Libraries</i> : Ruby on Rails, JQuery, Apache Tomcat/Java Servlets/JSP <i>OS and Core Tools</i> : UNIX (Mac OS & Linux), Windows XP/7, Vim, Bash, SSH <i>Selected Software</i> : Adobe CS5.5: Photoshop/Dreamweaver/Illustrator/Flash
PROJECTS	<div><div><i>Project Manager</i></div><div>Spring 2012 - Present</div><div>eVerrier e-Commerce Solution, VERRIER LLC, New York, NY</div><ul style="list-style-type: none">• Web development and financial modeling for VERRIER women's fashion online retail. Launch May 2012.• <i>Technologies</i>: Shopify Ruby on Rails eCommerce framework; PayPal, Authnet, Google Checkout Payment Gateways; Excel for modeling cash flows</div> <div><div><i>Web Developer</i></div><div>Fall 2011 - Present</div><div>Combo Trainer, Personal Project, https://github.com/kverrier/Combo-Trainer</div><ul style="list-style-type: none">• Ongoing development of web application offering practice drills employing physical training to improve timing accuracy for video game move sequences. Users dynamically create move sequences with associated rhythmic timings that can be practiced and shared.• <i>Technologies</i>: Ruby on Rails MVC architecture; interactive elements - JavaScript/CoffeScript, JQuery, JSON; visual aesthetics - SASS/CSS3, Twitter Bootstrap; test framework - RSpec, Capybara, Cucumber</div> <div><div><i>Website Administrator</i></div><div>Fall 2010 - Present</div><div>verrier-fashion.com, VERRIER LLC, New York, NY</div><ul style="list-style-type: none">• Updating and managing seasonal content.• <i>Technologies</i>: HTML5 Standards: HTML, JavaScript, and CSS3</div> <div><div><i>Software Developer</i></div><div>Spring 2011</div><div>TubesCreamer Audio Plug-in, Carnegie Mellon Computer Music Department</div><ul style="list-style-type: none">• Developed an audio plug-in for Audacity, audio editing software, modeling the TubeScreamer vintage guitar overdrive effect pedal.• <i>Technologies</i>: Nyquist audio scripting language (LISP), Acoustic Fingerprinting</div>
EMPLOYMENT	<div><div><i>Teaching Staff</i></div><div>Summers 2009-11</div><div>Manhattan School of Music, New York, NY</div><ul style="list-style-type: none">• International Summer Youth Outreach Program. Responsible for teaching classes spanning from orchestral group ensemble to music technology.</div>
EXTRA-CURRICULAR ACTIVITIES	<i>Audio Engineer</i> , Carnegie Mellon Recording Studio <i>Business Advisor</i> , Business Technology Club <i>Jazz Guitarist</i> , CMU Jazz Orchestra <i>Team Member</i> , Collegiate Rowing Club