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| David Landi  Software Engineer exploring new opportunities that will challenge me and utilize the skills acquired throughout my career and education. | 139 Chandler Ave.  Cranston, RI 02910  (401) 206-2733  djlandi@email.neit.edu |
| EXPERIENCEVector Software, East Greenwich, RI — *Software Engineer*August 2014 - PRESENT Python developer within the QA Test Automation department. Responsibilities include: developing automated GUI tests in Python, developing new tools requested by the QA department, and verifying test results on branches, specifically new features and bug fixes, before they are integrated into the Vector product Collette Vacations, Pawtucket, RI — *IT Business Analyst*June 2013 - July 2014 Conducted system testing to validate programming code. Met requirements for issue resolution and system modification. Acted as a liaison between end users and technical resources to clarify requirements, review recommendations, and answer end user questions. Bridge Technical Talent, East Greenwich, RI — *Business Sales Manager*May 2012 - June 2013 Managed large to medium business accounts within the Rhode Island territory. Responsibilities included: assisting business clients with placing qualified IT professionals in open opportunities at their companies, cultivating new business clients, and growing existing business relationships. Best Buy, Middletown, RI — *Operations & Services Supervisor*November 2007 - May 2012 Managed day-to-day business in various departments including the Geek Squad, car install bay and operations departments. Managed more than 30 employees within these departments. Responsibilities included: employee development, scheduling, HR obligations, and the overall performance of each department. CompUSA, Burbank, CA — *Lead Business Account Executive*September 2004 - November 2007 Lead a business sales team consisting of eight account executives. Developed and implemented a strong lead generation process. Responsibilities included: employee development, scheduling, and maintaining large business accounts cultivated by my team. EDUCATIONNew England Institute of Technology, East Greenwich, RI — *Bachelor of Science, Software Engineering, Degree in Progress*Expected Graduation Date: March 2016 GPA 3.46 New England Institute of Technology, East Greenwich, RI — *Associates, Software Engineering*Degree Earned: September 2014 GPA 3.48 PROJECTSAssociate’s Capstone Project — *getNoticed* *Completed September 2014.*  I developed an application that would allow people to create mobile-friendly web portfolios. The idea was to give people an opportunity to create a professional portfolio with little to no technical knowledge or ability required. I lead a team of two other classmates to develop a SaaS-based web application that would allow an unlimited amount of users to create their very own web portfolios. I was responsible for the majority of the HTML, JavaScript and CSS development. I also assisted with the PHP development that created functionality to interact with the MySQL database. This application is not currently hosted on a web server, but all all documentation and code can be viewed on my GitHub account at https://github.com/GetNoticedCapstone/getNOTICED. Bachelor’s Capstone Project — *Bloodlines.tk* *Currently in development.*  In the Bachelor's degree program, we are required to develop a final project over the span of 20 weeks. The first 10 weeks are used for project planning and documentation. This phase was completed on 12/19/2015. I developed the idea of creating a multiplayer game that runs on a user’s web browser. Currently, my team and I have a hosted website that displays all of our documentation as well as proofs of concept for chatroom functionality and a map feature that allows users to add units by clicking on various map points. I was solely responsible for design and development of the proofs of concept. I was solely responsible for the development and design of the website. For the chatting functionality, I utilized PHP, JavaScript, and Ajax. I drew the base map by hand using Photoshop. I used brush sets that were free to use to create the castles and other landscape details. In order to accomplish user interaction with the map, I utilized HTML5 canvas, CSS, and JavaScript. The final project will be completed by March 19, 2016. The documentation and proof of concepts can be viewed now at http://bloodlines.tk. | SKILLS Strong fundamental skills with multiple programming languages.  Vast experience in leadership & employee development.  Experience with design patterns, algorithms, and object-oriented design.  Strong web development skills including experience with responsive design, HTML5, CSS3, JavaScript, and frameworks such as Twitter Bootstrap. AWARDS **Dean’s List:** October 2013, July 2014, December 2015  **BestBuy Awards:**  Earned multiple sales and top performer awards at both district and store levels.  **CompUSA Awards:** Earned multiple employee of the month and top performer awards. PROGRAMMING LANGUAGES Python, Java, ASP.NET, C#, PHP |