Leigh Anne Warner

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Keywords: Software Engineering, Team Environment, Object Oriented, Java, C++, Python, Android, Web Development

Education

California State University Monterey Bay   Expected graduation spring 2014
Bachelor of Science in computer science and information technology
Concentration in software engineering, minor in communication design
Recipient of Distinguished Freshman Award
Dean's list fall 2010, spring 2011, fall 2011, spring 2012, fall 2012, spring 2013, fall 2013 with a 3.9 GPA

Skills

- **Programming languages:** Java, C++, C#, HTML5, CSS3, Python, JavaScript, PHP, and Linux Shell Scripting.

- **Programming concepts:** Understanding of common data structures and their implementation. This includes the use of dynamic memory allocation, linked lists, binary search trees, and hash tables. Comfortable with object oriented programming, abstract classes, inheritance, appropriate use of private/public variables and functions, creation of UML diagrams, Android development, and unit testing. Knowledge of software lifecycle models such as agile, of general software architectures such as service oriented architecture. Comfortable using Windows and OSX operating systems.

- **Design:** Familiar with Adobe Photoshop, inDesign, Illustrator, and Premiere Pro. Experience with logo design and web development.

Projects

- **Capstone Festival Website:** Designing and developing a responsive website for the CSU Monterey Bay school of Information Technology and Communication Design capstone festival. This website will allow attendees of the festival to view information about individual capstone projects, a schedule of events, rate projects, get directions to different poster sessions, and view a live stream of the presentation.

- **Origin:** Worked in a team of two over nine months to develop Origin, a 2D platformer puzzle hybrid using Unity. Took the lead on programming while my partner focused on the design. Provided us both with the valuable experience of working with students of different backgrounds and skill levels.

- **Spooky Doors:** Worked with a team of three beginners to develop a Halloween themed Android game. The user selects a door and either gets points or a strike. After three strikes they lose the game and their total score is displayed. Taught other students the foundations of Android programming and development. Published to Google Play store.

Work Experience

Cisco Systems – San Jose, California   May 2013 – August 2013
Intern
- Wrote the prototype for data visualization web app that graphs financial data so the user may search for trends in company profits compared against use of Cisco services. Included designing and populating a SQL database and developing forms that allowed the user to update, insert, and delete data from the database.
- Used JavaScript, HTML, CSS, PHP, and MySQL. Created a data collection and processing program using Python.

Naval Postgraduate School – Monterey, California   June 2011– October 2012
- Assisted in debugging and editing an Android program funded by the CPUC to measure cellphone download and upload speeds. Part of a project to collect accurate data of cellphone coverage by carrier.
- Used Git for version control.