

CHANTE MACK

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WORK EXPERIENCE

Data Analyst

Mar 2019 - Present

Castle Hill Gaming, Slot Machine Gaming Software Developer

- Formatted, imported and maintained slot machine performance data received from about 80 customers monthly using Excel and pgAdmin database with PostgreSQL to ensure data accuracy and quality
- Developed visualization dashboards using QlikSense that automatically updates with new data so that team members can make more informed decisions regarding slot machine performance
- Validated company revenue by coordinating with the Accounting Department to ensure customer payments align with slot machine performance data
- Automated the data import process by utilizing Powershell and Excel to optimize time spent on redundant workflows

Development Intern

Feb 2018 - Aug 2018

Inova Solutions, Real Time Visual Alerting and Synchronized Time Solutions for Call Centers and Campuses

- Engaged in agile software development by participating in daily stand-ups, retrospectives, and planning to ensure effectiveness of the team
- Refactored Python-based Production test fixture on Raspberry Pi to handle errors and parallel processes for the programing of hundreds of clocks faster and more efficiently
- Extracted a scalable call volume simulator from a larger github project into a standalone project to better utilize the resulting data in optimizing future call center performance
- Created and ran web application Selenium tests and authentication with JWT Token to ensure functionality of company website

Server/Bartender

Aug 2016 - Aug 2017, Jun 2018

World of Beer, American Tavern Chain

- Facilitated a great customer experience by simultaneously making drinks, delivering food, and processing payments

Assistant Meal Plan Coordinator

Sep 2014 - Sep 2016

Aramark, UVA Contracted Dining Company

- Communicated meal plan benefits, interacted with hundreds of students both in-person and via phone, and filed agreed upon contracts for future reference

EDUCATION

University of Virginia, College of the Arts and Sciences

Aug 2013 - May 2019

B.A. in Computer Science

Education was self-funded through part-time work, loans, and grants

Coursework: Introduction to Programming, Software Development Methods, Discrete Mathematics, Program and Data Representation, Human Computer Interaction in Software Development, Computer Architecture, Audio Plug-Ins, Game Design, Mobile Application Development, Network Security, Algorithms

Projects: Platform music-themed video game using game engine built in class, created audio filters using C++, JUCE, and GarageBand.

SKILLS AND INTERESTS

Business: Microsoft Excel, Word, Teams, PowerPoint, and Outlook

Languages: Native English, American Sign Language, Conversational German

Computing: Python, Java, C++, PostgreSQL, HTML, CSS, JQuery, Swift, PHP

Interests: Salsa and Ballroom Dancing, creating art with watercolor, acrylic paints and charcoal, aerial acrobatics and community theater