MARK LYNCH

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A focused and passionate software engineer from Atlanta, Georgia, with a penchant for solving complex problems, learning new technologies, and team development.

EDUCATION

BS Georgia State University, Computer Science

August 2019

GPA: 4.04 (Summa Cum Laude, Kell Award Recipient)

Coursework: Software Engineering, Web Programming, Big Data Programming, Machine Learning, Data Science, Data Visualization, Algorithm Design and Analysis

TECHNICAL SKILLS

Languages and JavaScript (*React, jQuery, Node.js*), CSS (*Bootstrap, Materialize, Tailwind*), HTML,

Frameworks: Python, C# (.NET Core), Java (Spring, Hadoop)

Software: GitHub, VSTS, Jupyter Notebook, IntelliJ IDEA, Eclipse, Visual Studio, Microsoft Visio

Database Systems: MySQL, MongoDB

WORK EXPERIENCE

USAN | Software Engineer

October 2019 - Present

- Developed customer-facing web tools utilizing JavaScript with jQuery and Materialize CSS, ASP.NET and MySQL, successfully increasing synergy with customer testing systems.
- Implemented Interactive voice response systems for major, multinational corporations, leading to increases in customer containment and satisfaction.
- Increased developer productivity by building internal automation and testing tools using C# and Python, including web tools utilizing .NET core, JavaScript, HTML, and CSS.

Batteries.com | Major Account Sales

June 2016 – May 2017

- Conducted product page maintenance using HTML, and the Bootstrap CSS Framework.
- Cultivated relationships with major, nation-wide accounts, facilitating large-scale sales.
- Handled CRM system migration and integration, improving workflow for sales team members.

PROJECTS

John Conway's Game of Life

January 2021 - March 2021

John Conway's famous Game of Life recreated in modern React and styled using custom, framework-free CSS.

Bacteria Resistance Classifier

February 2019 – May 2019

A Python classifier which predicts the resistance of bacteria to Tobramycin and Carbenicillin based on slide images.

• Developed preprocessing techniques, tuned TensorFlow hyperparameters, and cowrote research analysis.

ECMS May 2018 – August 2018

An online event management system, developed for Skillshot Media, designed to improve the coordination of attendees, travel logistics, and groups across multiple events, hosted using Amazon Web Services.

- Utilized Agile principles to develop user/system requirements, UML diagrams, documentation, and unit tests.
- Implemented Thymeleaf UI, Java Spring MVC and MySQL Database interface.