

## SOFTWARE ENGINEER

### Summary

Motivated Software Engineer seeking employment as part of a dynamic software development team. Focused and detail-oriented offering exceptional troubleshooting skills and a talent for developing innovative solutions to unusual and difficult problems. Experienced in object-oriented programming, developing, testing and debugging code. Quickly able to learn and master new technologies with proven success working in both a team and self-directed setting.

### Highlights

- Proficient in Java
- Quick learner
- Agile development methodologies
- Interface design and implementation
- Analytical
- Self-starter
- Team player
- Customer-oriented

### Relevant Professional Experience

Software Engineer Jul 2015 to Current

Nice Systems 1/4 Frankfort , KY

- Updated, modified and expanded existing software programs.
- Resolved customer issues by establishing workarounds and solutions and by debugging and creating defect fixes.
- Drove continual improvement to system architecture by refactoring old legacy code.
- Implemented and tested enhancement feature requests to enhance product functionality.
- Analyzed requirements and used systematic approaches to implement and document the tasks.

Software Developer Jan 2015 to Jul 2015

Lee Transervices, Inc. 1/4 City , STATE

- Worked independently and in a team environment to write Java and HTML code.
- Implemented a Play framework web application that utilized OAuth to allow users to sign in via Google and QBO credentials. Once logged in a user may retrieve and add customer, employee and vendor data as well as an upload a file feature.
- Utilized Bitbucket for our team's git code management system.
- Experience with commit, pull, push, merge commands.
- Collaborated with product and engineering team members to define and develop new product concepts.

Software Assurance Jun 2002 to Jan 2004

Putnam Investments 1/4 City , State

- Analyzed scenarios and conducted functionality and stability testing on an internet based financial investment program.
- Communicated professionally, precisely and effectively with software developers to resolve discovered issues.
- Utilized Excel to log test case specifics and results to maintain accurate records.

### Additional Experience

- Displayed proven self-motivation and personal development: Promoted from Assistant Manager to Store Manager.
- Responsible for individual and staff performance: Leadership, training and coaching skills used successfully.
- Delegate and prioritize workloads with appropriate deadlines to manage accountability.
- Critical thinking skills used to analyze, strategically plan, and conduct inventory management counts quarterly.
- Worked effectively in a team environment to achieve and exceed goals set forth to our store.
- Researched new and innovative ways to increase foot traffic and sales in a lower volume location.
- Upheld excellent customer service by utilizing listening, verbal communication, decision making and problem solving skills.
- Managed a \$5 million Guess Factory store with 45-50 staff: Ranked #7 in company.

### Education

Bachelor of Science , Computer Science 2014 Bridgewater State University 1/4 City , State , USA

- Worked full-time while attending school full-time

Coursework: Java I, Java II, Object-Oriented Software Engineering, Linux/Unix Administration, Artificial Intelligence, Data Structures & Algorithms, Analysis of Algorithms, Computer Networks, Database Concepts, Simulation Programming, Operating Systems, Computer Graphics, Mobile Devices

Associate of Science , Business Technology 2004 Dean College 1/4 City , State , USA

- Peer tutor in the Computers and Mathematics fields of study

Coursework: C++, Visual Basic, Web Content Development

### Skills

Java, C++, SQL, HTML, Eclipse, Clearcase, Wireshark, MS Office Suite, FrontPage, Oracle, Linux, CMD, debugging, critical thinking, leadership, decision making, coaching, problem solving, troubleshooting, simulation, hardware, networking, management, agile development, sales, customer service, verbal/written communication