

# <<Name Michael Deeb

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## <<Profile

{ Engineer pursuing full-time opportunities related to software engineering }

## <<Education

**University of Wisconsin - Stout** Dec 2013  
**B.S., Applied Mathematics & Computer Science** Menomonie, WI

<li> Concentration in Software Development  
<li> Applied Math and Computer Science Club Treasurer  
<li> Chancellor's Award

### Relevant Courses

<li> Algorithms & Artificial Intelligence <li> Database Systems  
<li> Web & Internet Programming <li> 2D Design  
<li> Math Foundations of Computer Graphics <li> Data Structures }

## <<Experience

**Software Engineer** Jan 2013 - Jul 2014  
**JAMF Software** Minneapolis, MN

<li> Fixed defects in plug-ins and core product to solve customer issues  
<li> Cooperated across teams to prevent future defects with the API  
<li> Archived technical processes for current and future team members  
<li> Started a foundation for automated testing of plug-ins via cucumber

**Math TLC Teaching Assistant** Aug 2010 - May 2013  
**University of Wisconsin - Stout** Menomonie, WI

<li> Assessed students' difficulty with material and tailored teaching style  
<li> Reviewed material with students until fully understood  
<li> Reduced frustration with mathematics for struggling students  
<li> Created a focused atmosphere and comfortable learning space

**Technology Services Intern** Jun 2012 - Aug 2012  
**Target Corporation** Minneapolis, MN

<li> Collaborated with teams to develop new reporting standards  
<li> Linked web products together for a more seamless experience  
<li> Rewrote SQL queries to utilize newly implemented software  
<li> Documented features of new software and turnover of my initiatives

**Application Development Intern** May 2011 - Sept 2011  
**Senasys** Altoona, WI

<li> Solved issues of data liberation from iOS 4 and iOS 5 devices  
<li> Learned iOS development independently  
<li> Developed a stress testing application for MFi hardware  
<li> Worked in a group of three to create solutions to iOS limitations  
<li> Aided in creating UI layouts that are familiar to smartphone users }

## << Languages << Systems << Software

{ <li> Java <li> OS X <li> STS/Eclipse  
<li> HTML/CSS <li> iOS <li> Xcode  
<li> Javascript <li> Ubuntu linux <li> Git/SVN  
<li> PHP/MySQL <li> Windows <li> Terminal  
<li> Ruby <li> Android <li> Photoshop }

## <<References

{ Available upon request }