«Name Michael Deeb

≪Profile ≪Loc San Francisco, CA ≪Tel 415-609-3404 Engineer pursing full-time opportunities related to software engineering ≪Email michaeljdeeb@gmail.com michaelideeb.com ≪Web ≪Education ≪GitHub github.com/michaeljdeeb **University of Wisconsin - Stout** Dec 2013 **B.S., Applied Mathematics & Computer Science** Menomonie, WI // Concentration in Software Development // Applied Math and Computer Science Club Treasurer // Chancellor's Award **Relevant Courses** // Algorithms & Artificial Intelligence // Database Systems // Web & Internet Programming // 2D Design // Math Foundations of Computer Graphics // Data Structures ≪Experience Software Engineer Jan 2013 - Jul 2014 **JAMF Software** Minneapolis, MN // Fixed defects in Java plug-ins and core product to solve customer issues // Cooperated across teams to prevent future defects with the API // Archived technical processes for current and future team members // 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 // Assessed students' difficulty with material and tailored teaching style // Reviewed material with students until fully understood // Reduced frustration with mathematics for struggling students // Created a focused atmosphere and comfortable learning space Jun 2012 - Aug 2012 **Technology Services Intern Target Corporation** Minneapolis, MN // Collaborated with teams to develop new reporting standards // Linked web products together for a more seamless experience // Rewrote SQL gueries to utilize newly implemented software // Documented features of new software and turnover of my initiatives Application Development Intern May 2011 - Sept 2011 Senasys Altoona, WI // Solved issues of data liberation from iOS 4 and iOS 5 devices // Learned Objective-C for iOS development independently // Developed a stress testing application for MFi hardware // Worked in a group of three to create solutions to iOS limitations // Aided in creating UI layouts that are familiar to smartphone users ≪ Languages ≪ Systems ≪ Software 7/ Java // OS X // STS/Eclipse // HTML/CSS // iOS // Xcode // JavaScript // Ubuntu linux // Git/SVN

≪References

// PHP/MySQL

// Ruby

Available upon request

// Windows

// Android

// Terminal

// Photoshop