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Work Experience Ten Eight, Atlanta, GA

January 2014 - Present

 Prototyped Phonegap application using Angular.js/Bootstrap to replace current native iOS and Android distributions

Sticktimes – Ice Rink Scheduling Software

February 2013 - Present

- Designed and built both front & back ends of proprietary MVC web application in tandem with co-founder using Ruby on Rails
- Analyzed competition in current market & communicated product advantages to potential clients.

SpinFusion, Denver, CO

June 2013 – August 2013

Intern – Tech Lead

- Fabricated dynamic reporting suite for use in several client builds
- Designed and prototyped version 3.0 using Bootstrap/jQuery
- Managed team of 8 interns, estimated time requirements for new features and assigned appropriate members of team based on past experience and proficiency.

Education

Georgia Institute of Technology, Atlanta, GA

Bachelors of Science, Computer Science, Expected Graduation May 2014

Honors: Deans List – Spring 2010, Fall 2010, Spring 2011, Fall 2011, Fall 2012, Spring 2013

Cumulative GPA: 3.25

Polytechnical University of Catalunya, Barcelona, Spain

Study Abroad, Summer 2012

Taught by Georgia Tech professors and faculty

Clubs and Groups

Georgia Tech Ice Hockey Club, Atlanta GA

2009-Present

- Web Master and Senior Developer
 - Developed mobile site using Backbone.js and Underscore.js for use with Phonegap for iOS and Android deployments
 - Migrated repository to version controlled server, allowing for multiple collaborators and review of junior developer code.
- Competitive ACHA Division 3 team with 25 game season including two games a weekend. Regional tournament and Savannah Tire Hockey Classic participant.

Skills and Awards

Awards

- Convergence Innovation Competition, Second Prize Awarded second prize for work on Barcode Fitness, a workout tracking web and mobile application.
- ACHA Academic All American Award Awarded to graduating seniors in the ACHA with a GPA above 3.2

Skills

- Web Development, Object Oriented Design, Algorithm Design and Analysis, Artificial Intelligence Algorithms, Machine Learning Algorithms, Unit Testing
- Languages C/C++/C#, Java, Python, Ruby, Javascript, PHP, ASP.NET, HTML, CSS
- Platforms Linux, Windows, Android

Projects Open Source

GT Hockey Phonegap – A hybrid iOS and Android application providing stats, schedule, roster and social media to mobile clients. Built with Phonegap/Backbone.js/jQuery

https://github.com/msandt3/gthockey-phonegap

Gravity Ball – Physics based game for the android platform with over 100 downloads and a four star rating on the Google Play store. Built with Android SDK and JBox2D

http://brianedmonds90.github.io/Pong/

Unity Bird AI – Custom Bird AI built for the Emergent Game Group's Ellis Island project. Uses decision trees in combination with steering behaviors. Built with the Unity 3D engine and C#.

https://github.com/msandt3/unity-bird-ai

ACHA Stats Scraping – Tool to minimize need for data entry by scraping player statistics from ACHA web site. Built with Scrapy, it is run as a cron job on the gthockey.com servers.

https://github.com/msandt3/gthockey-stats

Proprietary

Barcode Fitness – Workout tracking and logging application for Android and Mobile Web platforms. Leverages QR codes on workout equipment to provide past data and recommendations for your next workout. iOS distribution in progress.