Mitchell Roberts

Phone: (480) 334 5092 Email: msrober3@asu.edu
LinkedIn: https://www.linkedin.com/in/mitchell-s-roberts || GitHub: https://github.com/msrober

Summary: Currently a Software Engineering student at Arizona State University with a primary focus in Web and Mobile Applications and a secondary focus in statistics. I have a growing interest in data science after I started doing data analysis for my current job. I am a father and a family man but also very ambitious and driven to excel in my field. To strengthen my engineering education and prepare me for a planned career in software engineering I am seeking an internship.

Education:

Bachelor of Science in Software Engineering (Anticipated Graduation: Fall 2019) GPA: 3.08/4.0

Ira A. Fulton Schools of Engineering
School of Computing Informatics and Decision Systems Engineering
Arizona State University, Tempe, Arizona

Experience:

Digital Workflow and Web to Print Specialist, ASU Print and Imaging Lab, Mesa, Arizona (2015-Present)

- Assisting customers with technical support on ASU Print Online.
- Building templates for clients who need specialized brand collateral.
- Building templates and products to drive new areas of revenue including 3D Modeling.
- Worked with a team to build a new product that drove in $25,000 revenue in first month.
- Collaborated with developing team and built custom interface for transferring files from computer to HP Indigo 5500 printing press automatically.
- Builds custom reports for Director which analyzed sales data in SQL using MS studio and JasperSoft.

Lead Ramp Agent, World Wide Flight Services, Mesa, Arizona. (2012-2015)

- Allegiant Airlines, Falcon, and Frontier pushback certified

Courses:

- **Design Analysis of Data Algorithms:** Stacks, Queues, PQ, Graphs, Trees, Sorting Algorithms, Big Oh.
- **Software Enterprise I:** Personal Process for individual professionalism; time and defect estimation, yield, and productivity. Software tools. Project based.
- **Software Enterprise II:** Testing and quality management using JUnit; teamwork and communication in software engineering. Project based.
- **Software Enterprise III:** Software process from the design perspective. Engineering design process, user-centered design and software safety design. User interface, software architecture and design patterns and software design constraints.
- **Operating Systems & Networks:** Process management, scheduling, synchronization techniques and file management. Network technology, topologies, protocols, application control using C.
- **Principles of Distributed Software Systems:** Design and implementation of distributed software components; process and memory management underlying software applications; sockets, protocols, threads, XML, serialization, reflection, security, and events. (Java, C++, Json, Raspberry Pi)

Skills

Languages: Java(Proficient), SQL, C/C++, REACT.js, Node.js, JSON, HTML, CSS, XML(Novice), PHP(Novice).

Programs: Adobe, Microsoft Office, Eclipse IDE, 3DS MAX, MS SQL Server, JasperSoft, Microsoft SQL Studio

Platforms: Windows 7 and 10, Linux Debian and Ubuntu, Mac OS, Raspberry Pi.

Interest: Programming, Data Science, Recording Music, Cooking, Being a father, Technology.