

Dec 2016-

Feb 2018

University of Pittsburgh

Bachelors of Science – Computer Science

2011 - 2015

EDUCATION

Pokecontacts

Android Application

* Application alphabetizes the user’s contacts into a contact list. The user is able to select an avatar for each contact. New contacts are dynamically added.
* Implemented an indexed list for quicker navigation of finding contacts. Usual operations, like texting and calling, are supported.
* Internal storage operations allow the user to save/customize their contact list.
* Applied the Fresco library for better loading and displaying of animated gif files.
* Published to the Google Play Store.
* Android SDK, Java, XML, Fresco.

Snip-it

Android Application

* Application that allows users to record audio snippets to send to other users. Implements Google Play Services APIs to allow users to sign in via their Google account.
* Utilizes Firebase to authorize new and existing users to the application. The user’s Google Account is used to authenticate. User information is stored in a Firebase Realtime Database instance.
* Android SDK, Java, XML, Google Play Services, Firebase Authentication APIs, Firebase Realtime Database.

April 2018-

Present

PROJECTS

Northrop Grumman

Software Engineer

* Added fault detection messages to an Airborne Warning system, by alerting the operator of a software or hardware fault.
* Added new UI functions for a radar system, among them being the ability to allow the operator to simulate different heights for target detection. C++, C#, Visual Studio 10/13.
* Used the Qt messaging framework for some backend messaging to slightly decrease latency and clean up the code.
* Created new algorithms for a radar system to read custom created files and enable new radar modes in real time. C / C++, Eclipse.

July 2015-

April 2017

BNY Mellon

Lead Developer

* Lead developer of Atlas, an automated build, test, and deployment service (CD/CI) that interfaces with Jenkins, Nexus, Git, and Docker/Mesos. Java (Spring), JPA, Hibernate, Kafka. Practice Agile/scrum with 2 week sprints.
* Developed fronted with Angular 5 / TypeScript using Material UI components and practices.
* Developed/helped design tool to allow non-technical users to generate customizable forms that are used company-wide. Deployed via Docker to corporate cloud running Marathon/Mesos.
* Ran several, and participated in, Workshops to facilitate learning about software practices and design.
* Participated in company run Hackathons.

April 2017 -Present

EXPERIENCE

**Programming**

Java (Spring, JPA, Junit4+)

C / C++

Python

C#

Javascript (AngularJS)

TypeScript (Angular4/5+)

HTML5 / CSS

SQL

Android SDK

**Operating Systems**

Windows

Linux

Android

**Databases**

Oracle

Postgres

Firebase

**Applications and Software**

Intellij

Android Studio

Visual Studio Code

Git, Subversion

Apache Kafka

Hibernate

Maven, Gradle

technical skills

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Software engineer

Michael Shields