**Neil Ferman**

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**Technical Skill Summary**

* **Languages / Frameworks**: Angular, React, Spring, Java, Hibernate, Oracle SQL, TypeScript
* **Web Technologies**: Angular, React, A-Frame, Three.js, AWS, HTML/CSS, JavaScript, TypeScript, Microservices
* **Middleware**: Spring MVC, Java, AJAX, Servlet API, JDBC, Hibernate
* **Testing**: Jenkins, Jasmine, Postman, Karma, JUnit, SonarQube, ESLint
* **Back-End**: Java, Spring Data, AWS EC2, Hibernate, Oracle SQL, JDBC
* **Devops**: GitHub, Maven, Jenkins, Jasmine, SonarQube, AWS
* **Unity**: C#, socketio, Vuforia AR, Corgi Engine, More Mountains Topdown Engine

**Professional Summary**

I am a software developer with experience building full stack Java applications. Created dynamic front-end applications using the Angular framework with TypeScript, React library, JavaScript, HTML, CSS, and Bootstrap. Built middle and backend services using Spring MVC and Hibernate frameworks to connect with an Oracle SQL database. Connected services using a Jenkins server connected to an AWS EC2 to facilitate Microservices.

* Extensive experience with **Angular, React, TypeScript, HTML**, **Bootstrap**, **JavaScript**, **Ajax**, **Spring, Hibernate, Servlets**, **Java**, **Oracle SQL**, **Apache Tomcat**, **Jenkins**, **Microservices**, and **AWS**.
* Constructed markup pages with **HTML**, using **CSS** and **Bootstrap** for styling design.
* Employed **Angular** to structure dynamic templates and route services to switch views in application.
* Coded **TypeScript** to grant web application dynamic functionality in a type safe, object oriented design.
* Designed **React-Native** mobile applications to give user front-facing interaction.
* Implemented **AJAX** to send requests to the server and incorporate responses.
* Utilized **Servlets** to receive messages and pass them to a front controller design pattern to process messages and send a response.
* Incorporated **JDBC** to access build data access objects that could send and receive objects in a reusable, modular fashion from **Oracle SQL** database.
* Employed **Spring MVC** to act as a front controller and delegate requests from the client to the server.
* Incorporated aspects using **Spring AOP** to modularize cross-cutting concerns and speed up development.
* Hooked up **Hangfire** and **Quartz.Net** into **.Net** DLL to schedule tasks and processes.
* Constructed a **SOAP** **WSDL** using **Apache CXF** and consumed a **SOAP** service with **JAX-WS**.
* Deployed **Tomcat** server connecting client, server, and database to facilitate messages sent between services.
* Built a **Jenkins** server in an **EC2** from **AWS** to set up projects for continuous integration, continuous development, and continuous deployment.
* Wrote unit tests to utilize the **JUnit** and **XUnit** framework for improved testing.
* Provided code coverage using **SonarQube**, **JUnit**, **Postman**, and **Karma**.
* Leveraged **Microservice** architecture design patterns to provide scalability and flexibility to application systems.
* Collaborated in team environments following **Agile** methodology for improved communication and better project planning.
* Utilized **Git** to grant version control for safe code management.

**Certifications**

Oracle Certified Associate, Java SE 8 Programmer, Oracle Certification Program

**Education**

Oakland University

318 Meadow Brook Road Rochester, MI 48309

Bachelor in Computer Science

Graduated 2018

**Professional Experience**

**Adroit Studio** May 2023 – Present

Responsibilities:

* Build vertical slice of game in Unity that is aimed to teach kids in middle school the value of a balanced diet and good nutrition.
* Program custom scripts in C# to bring fluid movement and provide good game feel
* Link sprites with animations and tiles to bring characters, items, and environments to life
* Create Inventory system that allows the collection and crafting of items into meals to teach kids nutrition.
* Create a stat system that is increased when players consume meals and unlocks new abilities for characters to allow for further exploration of game world and aid in teaching a balanced meal to kids.

**North American Risk Services (NARS) October-2022 to March 2023**

**Responsibilities:**

* Program Angular application to consume mongo API for customer view.
* Setup python backend with serverless and GraphQL to serve to front-end.
* Add to mongo collections data as needed to create test data be given to front-end.

**Xperience Communications March-2021 to September-2022**

**Responsibilities:**

* Create Angular web applications according to design to train call center employees and customers.
* Build Unity WebGL module to plug into Angular web application to create an immersive experience.
* Upload screenshots of Unity application to AWS S3 Bucket using SDK libraries to preserve user high scores in educational video games.
* Implemented RFID equipment to scan users as they approached a device to give them a personalized message.

**Ricardo Defense September-2020 to December-2020**

**Responsibilities:**

* Discover new libraries such as **Quartz.Net** to improve working code to meet client standards.
* Code in **C#** with **.Net** library to create applications for client use.
* Create **Powershell** scripts to enhance functionality of applications and automate certain processes.
* Verify code with **XUnit** to ensure application functionality.

**Sam's Club August-2018 to September-2020**

**QuickPick**

Quickpick is an application tool used to assist Sam's Club associates picking, preparing, and dispensing orders placed by members online.

**Responsibilities:**

* Setup an Azure APIM Traffic Manager to direct traffic between Azure application services.
* Called REST services with React Saga and axios to retrieve data from backend API services.
* Coded with React-Native library using JavaScript to house the front-end application code for Android and iOS.
* Stored code state using React Redux to persist login and application data.
* Implemented E2E testing with Jest which was executed through Nuget Package Manager.

**Oakland University Internship October 2016 to April 2018**

**Anatomy Learner**

Anatomy Learner is a game built in Unity to help medical students learn anatomy. It used a drag and drop mechanic to help students place muscles, bones, etc. in the proper place, as well as multiple choice questions to quiz them on functionality.

**Responsibilities:**

* Developed levels in C# according to design to facilitate learning anatomy for students.
* Deployed backend server using PHP to capture high scores and analytics data to aide professors in how their students are doing.
* Utilized MySql database to record backend data to persist and share high scores to all users.

**Oakland University Senior Project** **January 2018 to April 2018**

**AR-Top Senior Project Third Place**

AR-Top is a mobile app and website that use sockets to communicate across to each other map data created on the website that is updated in real time to the mobile app. The mobile app then renders the map in Augmented Reality on user’s device.

**Responsibilities**:

* Captured JSON data sent from the web server’s socket layer to render in real-time when changes to the map were detected.
* Set up Vuforia AR to display map in Augmented Reality bringing tabletop experience to user’s phone without the mess.
* Won third place in Senior Project against twelve other groups.