Patrick Murphy

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⊙ github.com/patlm

EDUCATION

University of Nebraska-Lincoln (Lincoln, NE) | May 2022 Expected Graduation
- Major: Software Engineering • Minor: Business • GPA: 3.891

Honors:
- Member of the Jeffrey S. Raikes School of Computer Science and Management
  A highly selective interdisciplinary honors program focused on the crossroads of computer science and business emphasizing industry experience and leadership
- Regent's Scholarship Recipient • Dean's List: Fall 2018, Spring 2019

Relevant Coursework Completed:
- Introduction to Computer Science (Java), Data Structures (Java, SQL), Innovation Processes

Relevant Coursework to be Completed by Summer 2020:
- Software Engineering (C#, Angular), Computer Organization (C), Introduction to Algorithms

EXPERIENCE

CSG Systems International, Inc. | Omaha, NE
<u>Software Development Intern</u> (June 2019 – August 2019)
- Intern on the Product Configurator/Data Distribution Service team
- Practiced agile methodology
- Focused on migrating automated jobs from BMC BladeLogic software to Ruby version controlled code representing Rundeck jobs
- Gained experience adapting and creating PowerShell scripts to accomplish tasks

Horizontal Boring and Tunneling Co. | Exeter, NE
<u>Application Developer</u> (May 2018 – May 2019)
- Created internal company Android application utilizing Kotlin and Android Studio
- Accessed data for application through company's web system API
- Utilized by approximately 60 employees (project managers, foreman, and crew members) to access company information and submit forms back to the office

<u>IT Assistant</u> (May 2015 – April 2018)
- Updated intranet website content utilizing HTML and CSS

PROJECTS

Cashister: A Cash Register App | Swift, Xcode, iPad App Store
- Recognized challenges of working high school concession stand
- Created iPad app that allows workers to more efficiently fulfill and make change for large orders

Class-Learn | JavaScript (Node.js), MongoDB, HTML, CSS
- Building open source learning platform optimized for both the student and teacher
- Provides flexibility to organize the class page as a timeline layout or as groups of assignments

SKILLS

Advanced: Java
Intermediate: Kotlin, Swift, SQL, Git, JavaScript, HTML, CSS
Basic: Node.js, Ruby, PowerShell, Python

ACTVITIES

University of Nebraska-Lincoln
- UNL Robotic Club: Engineering Student Advisory Board Representative (Fall 2018 – Spring 2019)
- Computer Science and Engineering Ambassadors (Fall 2018 – Spring 2019)