Philip Haggard

Experienced senior software engineering student eagerly seeking full-time opportunities starting in the summer of 2024. Skilled in object-oriented programming and application development, with a deep understanding of the software development lifecycle, including version control, unit testing, and agile methodologies. Proficient in leveraging project management tools like Atlassian to streamline collaboration and enhance project efficiency.

EDUCATION

Mississippi State University

May 2024 Starkville, MS

Bachelor of Science in Software Engineering

- GPA: 4.00 / 4.00
- Phi Kappa Phi Honor Society
- Stephen D. Lee Scholar
- National Merit Finalist Scholar

WORK EXPERIENCE

3-GIS/SSP June 2022 – August 2023

Software Engineer Intern

Remote

- Designed and refined sophisticated backend solutions using C# within the .NET framework.
- Participated in agile teams to develop, test, and debug software for fiber cable network management companies, enabling seamless mapping, planning, and visualization of intricate infrastructures.
- Updated and modernized legacy code from the original .NET Framework ensuring its smooth transition to compliance with the latest .NET Core SDK standards.

Northrop Grumman

May 2021 - August 2021

Software Engineer Intern | GMD GFC

Huntsville, AL

- Designed, developed, tested, and debugged application software and systems in C++ that provided a vital twoway communication pathway from the ground to the projectile.
- Designed and rigorously tested a Bash script to automate the collection process of source code lines, slashing processing time from days to mere seconds, streamlining workflow efficiency.
- Acquired security clearance.

CERTIFICATIONS, SKILLS & INTERESTS

- Certifications: Mississippi State University Information Assurance Certificate
- Languages: C; C++; C#; JavaScript; HTML; CSS; Bash
- **Skills:** software development; software testing; debugging and troubleshooting; documentation; version control; agile methodologies; team collaboration; software lifecycle management; object-oriented design