Phillip Monroe

208-863-2028, phillipkmonroe@gmail.com

LINKS

phillipmonroe.github.io, github.com/phillipmonroe

PROFILE

Passionate developer and recent Boise State University graduate, with a strong foundation in computing, mathematics, and object oriented programming. Seeking a professional position to utilize skills in problem solving, collaboration, and development.

SKILLS

Java	Expert	**Python**	Advanced
C	Advanced	**SQL**	Intermediate
C++	Intermediate	**Linux**	Expert
C#	Intermediate	**Windows**	Expert

EDUCATION

Aug 2016 — May 2020

Bachelor of Science, Computer Science, Boise State University

Boise, Idaho

Cybersecurity Emphasis

PROJECTS

CityGo Transit App

This is an application made for CityGo. It interacts with a third-party API to distribute bus passes to employees. I worked on setting up the database, adding endpoints in python to interact with the database, and connecting these endpoints to the frontend.

Multithreaded Merge Sort

This project takes a basic merge sort written in C and modifies it to utilize multiple threads in order to increase sorting speed. The use of threads allows the sort to take place in about a fourth of the time on my machine. A More detailed description of this project can be found on my GitHub.

Lexi

This project was completed to demonstrate my understanding of various object oriented design principles. It is a simple text editor that implements 12 different design strategies.

COURSES

Aug 2019 — Dec 2019	**Algorithms**
Aug 2019 — Dec 2019	**Operating Systems**
Jan 2020 — May 2020	**Object-Oriented Design Patterns**
Jan 2018 — May 2018	**Data Structures**
Jan 2019 — May 2019	**Programming Languages**
Aug 2018 — Dec 2019	**Intro to Systems Programming**
Jan 2018 — May 2018	**Intro to Database Systems**
Jan 2018 — May 2018	**Agile Development**
Jan 2019 — May 2019	**Intro to Computer Networks**