# Dimitris Santiago 1000 Avalon Way/ (203)-449-3324 / [dimitrissantiago@gmail.com](mailto:dimitrissantiago@gmail.com)**/** U.S. Citizen

# **Objective:** Honing skills in areas of troubleshooting, analytics, and communication while performing problem solving strategies and protocols.

# **Education:** 4 years Computer Science Software Engineering Fairfield University - Cumulative Grade Point Average 3.458 *Advanced Technology Courses:* Data Architecture, Web Design I/II, Java Programming I/II/III, C/C++/C#, Linux/Unix Programming and foundation, Programming Database Fundamentals, PC Architecture, Project Case Management, Data classes and case by case uses, Networking Firewall and Server-side analysis. **Experience:** **January 2016 to May 2016 Web Application Developer Social Groupings LLC Stamford, CT -**

* Created a Widget for processing user’s browser history.
* Implemented an Algorithm for searching search results for frequency and recent inputs.
* Implemented an Algorithm for sorting data into social groups.
* Assisted creation of a language module that allowed for multiple language updates and downloads.
* Tested widget robustness for processing different searches over multiple browsers.
* Handled White box testing for the widget’s processing capability.

# **June 2013 to August 2013 Product Support Technician Targeting Media Inc Stamford, CT -**

* Imaged new computers and handheld devices.
* Migrated data during upgrades, from older devices to newer ones.
* Made shipments through Fed-EX and UPS.
* Remediated client issues remotely and in office.
* Administered Web-Ex meetings.
* Updated and installed applications on IT devices.
* Maintained IT asset list and reported findings of used or unused items.
* Produced a new imaging build to the company tested the comparison in imaging time.

**September 2012 to April 2013** **Software** **Developer Sikorsky Virtual Office (Disclosure Policy) -**

* Created and tested a Virtual Office Environment for production use.
* Created Module for product design.
* Created independent modules for project management and product handling.
* Created and implemented Black Box and White Box testing procedure.
* Retrieved acceptance criteria for the product.
* Maintained and altered the structure of product for the client’s acceptance criteria.

# **June 2012 to August 2012 Remote IT Support Intern Targeting Media Inc Stamford, CT -**

* Imaged new computers and handheld devices.
* Migrated data during upgrades, from older devices to newer ones.
* Made shipments through Fed-EX and UPS.
* Remediated client issues remotely and in office.
* Administered Web-Ex meetings.
* Updated and installed applications on IT devices.
* Maintained IT asset list and reported findings of used or unused items.

**January 2012 to April 2012** **Web Builder Les Treize, Inc -**

* Tested robustness and usability of the existing client website.
* Accessed functioning aspects of the website to be reused in the finished product.
* Created page forms in HTML5.
* Conducted usability testing on demo website.
* Created CSS pages for demo website and verified acceptance criteria from client.

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**Skills:**

* Microsoft Office (Access, Excel, PowerPoint, Azure, Visual Studio, Visual Basic, MS-SQL, Silverlight) Scrum
* Languages: C, C++, C#, Java, HTML, XML, ActionScript 2.0, Python, Rose, MySQL, SQL,
* Database Specialties: Database construction, Quality Assurance, Code Efficiency, Web Services, Database integration, Unix

**Projects:**

* **Web Page Design -** Developed a webpage linked to the Fairfield University school site. Coded in Java using Eclipse and again in C# for HTML5 validation. Aptana Studio was used on follow up for design and testing along with CSS style page layouts. This was done to create custom user profiles for the Fairfield University website.
* **Game Coding -** Conducted contingency tests for a web-based game attached to a SQL database. Stored user input in a Java file. The script had five separate functions to provide the game with a score: Tracked player progress through conditional testing. Returned player’s score. Return the player to the start of the game after the score is shown. This was done to set up a scenario of being in or witnessing a columbine situation, so players could learn how to prepare for it; considering the recent streak of violence on college campuses.