**Andrew T. Haskett**

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**Qualifications**

**Relevant Skills:**

4 years of experience in Java, XML, SQL (Oracle Database), and JavaBeans

Academic/personal experience with HTML, CSS, JavaScript, Node.js, Git, and Linux (Ubuntu)

4 years of experience with Eclipse, Apache Tomcat, Ant, IBM WebSphere, and IBM Rational Rose

4 years of experience with JIRA, Tortoise SVN, TeamCity, Junit, and Microsoft SharePoint

1 years of experience with shell scripting

1 year of experience with Agile

3 years of experience with Waterfall

**General Skills:**

Experience with computer hardware and software installation and troubleshooting

Experience with Windows and Mac

Experience with Microsoft Word, Excel, and Power Point

Project management experience

Ability to quickly to learn new programs

Logical reasoning skills

Hard working and adaptive

**Additional Skills:**

Mechanical Drafting Certified as of July 2006

Academic/personal Experience with Unreal Engine 3 (UDK) and Game Maker

Academic/personal Experience with AutoCAD, Sketch-up, and Mechanical Desktop, and Photoshop

**Education**

North Carolina State University, Raleigh, North Carolina

***Master’s in Computer Science, January 2016 - Present***

University of North Carolina at Charlotte, Charlotte, North Carolina

***Bachelor of Science in Computer Science, Graduation - December 2012***

**Minor:** Architecture

**Relevant Coursework:** C++/Java, Program Design and Implementation, Data Structures, Video Game Design, System Development Cycle, Project Management

**Work Experience**

**Software Engineer**, *NC Department of Health and Human Services*

Raleigh, NC, 03/2013 – 02/2017

* **Technologies involved:** Java, JavaBeans, XML, SQL, IBM Curam, Eclipse, Oracle Database, Apache Tomcat, WebSphere, JIRA, Microsoft SharePoint, Tortoise SVN, IBM Rational Rose, TeamCity, Junit
* Primary responsibility was to code new functionality and assist the O&M team with production defects.
* Created security updates for which roles could view certain pages.
* Created user role checks in the java for varying functionality for different user groups.
* Specialized in developing new eligibility and display rules (business logic) for checking eligibility of clients for government assistance using XML and Java.
* Redesigned and developed the Audit Plan/Quality Control module to increase system performance and accuracy using Java and SQL in Eclipse.
* Create/edit model entities, structs, facades, and extensions using UML modeling in IBM Rational Rose. This would then auto-generate all base and abstract java classes.
* Implemented the auto-generate all base and abstract java classes.
* Created the functional logic for the UI using Java in Eclipse.
* Front end used JavaBeans to interrupt data from the server interface Java logic.
* Created data fixes for production database issues using SQL.
* Interview new developers.
* Trained new team members and ran design meetings.
* Handled high priority defects with tight deadlines using JIRA to track issues.
* Aided the testing team create/update testing scripts for functionality I created/updated.
* Created automatic testing for new functionality using JUnit.
* Created/updated design documents for upcoming additions to the NCFAST system using Microsoft Office and Microsoft SharePoint while collaborating with our business assets.
* Experience with HIPAA policy and client data security.

**IT Technician (Summer Internship)**, *TIAA-CREF*

Charlotte, NC, 05/2011 – 08/2011

* Re-imaged hard drives and installed missing software for TIAA-CREF employees.
* Dealt with IBM warranty repair shipments to and from TIAA-CREF in Charlotte.
* Had to learn multiple internal IT and inventory programs and show proficiency using them within a 2 week period of starting.

**Course and Personal Projects**

**UNCC Undergraduate Senior Project:** Developed two educational video games, one for reinforcing reading skill in kindergarteners and another for the One Laptop per Child program to teach Haitian children French. For the kindergarten game, I also conducted a study on how the children’s reading test scores were affected by playing the game and others like it.

* Designed the graphics, sounds, game controls and ordering of operations.
* Created in Game Maker 8.1 and Game Maker Studio 1.1
* Extra functions written in C++
* Extensive debugging and trial and error programming.

**UNCC Undergraduate ITCS 4102:** Developed a program to simulate a vending machine. The user could input a text file listing products, quantity, and price per unit then interact with it by buying products, looking up a list of products, and giving change back after a sequence of coins are input.

* Programmed in Java
* The program created a double linked list of products with the name, quantity, and price of the product as the attributes.

**NCSU Graduate CSC 517:** Developed a program to simulate an online banking application. The preconfigured admin role could log in and create new admin or normal user roles. New users could also sign-up for a new user account from the log-in screen. The banking app would manage multiple accounts per user with multiple transactions per account. Users could withdraw money, deposit money, transfer money between their accounts, transfer money to another user’s account, and request money from another user from their friend’s list.

* Programmed in Ruby
* RESTful client-server interface.
* HTML front end
* SQLite as the database
* Production environment deployed on Amazon AWS