Skyler Augustyn Herman

3rd year Software Engineering Student

Optimistic Software Engineer seeking a co-op for Spring and Summer 2023 (January - August)

Education

Bachelor of Science in Software Engineering Rochester Institute of Technology

Expected graduation May 2024

Awards: RIT Founders Scholarship, RIT Computing Medal, Dean's List, Performing Arts Scholar

Work Experience

IOMAXIS Software Engineering Intern (Arlington, VA)

August 2021 - Present

Needed to support a project that required the development of a proxy manager that could communicate over TCP and UDP. Integrated with team quickly. Lead investigation and outlining of issues before development resulting in the design and implementation of a major system's refactor

Tools: Rust, Python, Vagrant, VirtualBox, Gitlab, Confluence, Docker, Terraform

Course Assistant (Rochester, NY)

August 2020 - May 2022

Aided in reengineering a course specializing in design patterns and principles. Tasked with grading presentations, assignments, and giving feedback on project designs for over 30 students.

Tools: Java, Python, design patterns

Contact Details

Phone: 973-757-3128 https://skylerherman.com

Email: skyler0herman@gmail.com

Github: sah7829

LinkedIn: /in/skyler-herman

Software Skills

Programming:

Java, Python, Rust, C, C#, SQL, REACT.js, HTML, CSS, REST API

Other:

GPA: 3.71

Git, Gitlab, Vagrant, Docker, Unity, Sony Vegas, Terraform

Relevant Courses:

Computer Science 1 -Python
Computer Science 2 - Java
Personal SWEN- C
Web Engineering - SQL, REST,
React
Intro to SE: Agile, Java, Spark
Engineering Of SW Subsystems:
Design principles, Java
SW Process and Project
Management

Projects

Course Select

Tasked with creating a full stack project working from the backend built in SQL to a React frontend. Constructed a frontend that communicated with the backend through a Flask Restful API. Re-engineered the project in multiple iterations as the semester progressed to improve usability.

Tools: Python, SQL, React, Restful API, Reactstrap

WebCheckers

Required to complete implementation of an online checkers game. Worked through the scrum process to create a running web API for a checkers game. Collaborated on a team of 5, held weekly meetings, and presented demos after every sprint. Utilized Java and javascript.

Tools: Java, HTML, Javascript, Scrum

Certifications

ScaledAgile Certified Safe 5 Agile Software Engineer

December 2021

Extracurriculars

RIT Players President

February 2022 - Present

Organized responsibilities of other officers and production teams, presided over meetings, and ensured club operations ran smoothly for a club with over 60 active members.

Society of Software Engineers Secretary

May 2020 - May 2021

Planned and organized general meeting slides to inform members of weekly updates and events. Constructed comprehensive documentation to keep track of all communication between operations.