DEVAN SHANE BUGGAY

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Portfolio: sbuggay.github.io

EDUCATION

Auburn University   Auburn, AL
Bachelor of Software Engineering   May 2014
GPA: 3.3

EXPERIENCE

iD Tech Camp   Emory, GA. and Washington DC
Instructor   Summers of 2011 and 2012
Taught C/C++, Java, Objective-C, and game design. Developed key social skills for working with both adults and children. Honed my ability to come up with a game plan and adhere to strict deadlines. Changed hardware and improved computer components when necessary.

Knollgrass   Auburn, AL
Front-end Engineer   2013–2014
Worked with Django developing front-end and middle-ware. Developed solid communication skills with coworkers. Worked on prototyping and designing UI. Dealt with deploying and maintaining of server.

NOTABLE PROJECTS

- **Desolate**: A 3d, top down engine. C++, OpenGL, SFML
- **SpriteBox**: A networked browser-based game engine, designed for playing any board game you have piece images of. HTML, JS, Dart
- **Echelon**: An open source, data persistent, infinitely hierarchical todo list app for iOS. Objective-C
- **SongBar**: A Cocoa application for displaying iTunes or Spotify track information in the menu bar. Objective-C
- **HospitalDB**: A PostgreSQL database with a PHP back-end and Bootstrap front-end. Designed for a hospital-like system. HTML, JS, PHP, PostgreSQL

TECHNICAL EXPERICIENCE

- **Languages**: Expert at C/C++, Objective-C. Familiar with Python, Ruby, Javascript, PHP
- **Frameworks**: Django and Ruby on Rails
- **Libraries**: SFML, SDL, OpenGL, OpenAL
- Knowledge of *nix operating systems and inner workings. (Used *nix system from 2008-present)
- Skilled at building computers, troubleshooting and replacing hardware components.
- Basic circuits and hardware design knowledge.
- Excellent personal skills.

ACHIEVEMENTS AND INVOLVEMENTS

- President of AU Linux Club   Auburn University 2013-2014
- AU Linux Club   Auburn University 2010–2014
- SPARC   Auburn University 2012–2014