# **DEVAN SHANE BUGGAY**

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### **EDUCATION**

**Auburn University** 

Auburn, AL May 2014

Bachelor of Software Engineering

GPA: 3.3

### **EXPERIENCE**

iD Tech Camp

Emory, GA. and Washington DC Summers of 2011 and 2012

Instructor

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

- Snarge: 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

### TECHNICAL EXPERICIENCE

- Languages: C/C++, Objective-C, Python, Ruby, Javascript, and 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
- AU Linux Club

- Auburn University 2013-2014 Auburn University 2010-2014
- SPARC Auburn University 2012–2014