# DEVAN SHANE BUGGAY

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## EDUCATION

**Auburn University**                                            Auburn, AL
*Bachelor of Software Engineering*                                May 2014
Major GPA: 3.1

## EXPERIENCE

**Knollgrass**                                                   Auburn, AL
*Front-end Engineer*                                          2013–Present
Working with a team to develop a social platform built with Django. Developing front-end and middle-ware for the web server. Developed solid communication skills with coworkers. Responsible for deploying and maintaining both development and live servers.

**iD Tech Camp**                                Atlanta, GA. and Washington DC
*Instructor*                                        Summers of 2011 and 2012
Teacher of 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.

## 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
- **Perusal**: A simple and useful Reddit app for iOS. Objective-C
- **Minimal Chess Clock**: A simple and easy to use chess or game clock for iOS. Objective-C
- **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

## TECHNICAL EXPERICIENCE

- **Languages**: Extremely proficient at C/C++, Objective-C. Familiar with Python, Ruby, Javascript, PHP
- **Frameworks**: Experienced with Django and Cocoa
- **Libraries**: Familiar with SFML, SDL, OpenGL and OpenAL
- **Operating Systems**: Knowledge of *nix operating systems and inner workings. (Used *nix system from 2008-present)
- **Source Control**: Very experienced with Git and GitHub
- Skilled at building computers, troubleshooting and replacing hardware components.
- Accustomed with circuits and hardware design.
- Excellent personal skills: attentive, reliable, and prompt.

## ACHIEVEMENTS AND INVOLVEMENTS

- Auburn Linux Club (President 2013-2014)              Auburn University 2010–2014
- SPARC (Student Projects and Research Committee)      Auburn University 2012–2014
- Cross Country                                                      2004–2010