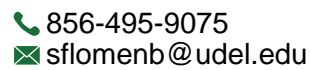
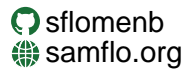


# Samuel Flomenberg



## Education

**University of Delaware**

*Newark, DE*

**Bachelor of Science in Computer Science**

*May 2017*

- GPA: 3.51/4.00; Dean's List Fall 2013 - Present
- Relevant Coursework: Advanced Web Technologies, Client-Side Engineering, Computer Networks, Database Systems, Operating Systems, Introduction to Algorithms, Data Structures

## Experience

**Thomas Jefferson University**

*Philadelphia, PA*

**Software Engineering Intern**

*June 2016 - August 2016*

- Developed an app for iOS and Android using Ionic and AngularJS which allowed physicians to rapidly identify appropriate clinical trials for their patients.
- Coded a desktop (web-based) version of the above app using AngularJS.
- Built a mobile app using Ionic and AngularJS for keeping a better inventory of the institution's computers and peripheral devices in an SQL database, as opposed to multiple spreadsheets.
- Created APIs for both applications using PHP.

**Application Developer Intern**

*June 2015 - August 2015*

- Developed two applications for iOS and Android using Ionic and AngularJS that are in the App Store and Google Play.
  - Coded an address book application to expedite the process by which physicians and patients identify and obtain contact information for cancer specialists.
  - Created a bookmarks application which contains frequently used websites by physicians. Users can add, edit, and reorder bookmarks.
- Participated in all stages of the enterprise software development lifecycle, from requirements generation through quality assurance and production deployment.
- Managed application development for a team of five stakeholders using Agile/Scrum methodologies.

## Skills

**Proficient Languages:** Java, JavaScript

**Familiar Languages:** Python, PHP, Swift, C++, C, SQL

**Frameworks:** AngularJS, Angular 2, Ionic

**Web Development:** HTML5, CSS3, Stylus preprocessor, building and consuming RESTful APIs

**Tools and Platforms:** Linux, Git, Eclipse, iOS, Android

## Projects

**Matching Game (2016):** Created a card matching game using JavaScript.

**UExplore (2015):** Developed a cross platform game using Java and the libGDX API to assist incoming students with the college transition process.

**Fighter Pac-Man (2014):** Implemented a variation of the Pac-Man video game for Android using Java.