Samuel Flomenberg

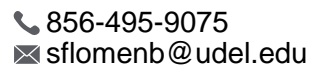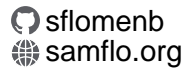sflomenb   📞 856-495-9075
samflo.org   ✉ sflomenb@udel.edu

Skills

Proficient Languages: Java, JavaScript
Familiar Languages: C++, C, SQL, Python, PHP
Frameworks: Angular 1 and 2, Ionic, Bootstrap
Web Development: HTML5, CSS3
Tools and Platforms: Linux, Git, Eclipse, Android

Education

University of Delaware, *Newark, DE*   *August 2013 - May 2017 (Expected)*
- Bachelor of Science in Computer Science
- Overall GPA: 3.51/4.00; achieved Dean's List all semesters
- Relevant Coursework: Advanced Web Technologies, Client-Side Engineering, Computer Networks, Database Systems, Operating Systems, Data Structures, Introduction to Algorithms

Experience

Application Developer Intern   June 2015 - August 2015
Thomas Jefferson University   *Philadelphia, PA*
- Developed two applications for iOS and Android using Ionic and AngularJS
  - Coded an address book application to expedite the process of which physicians and patients obtain contact information of physicians in the medical oncology department.
  - 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.
- Used the Agile scrum methodology to update supervisors on progress.

IT Support Intern   June 2012 - August 2012 & June 2013 - August 2013
Thomas Jefferson University   *Philadelphia, PA*
- Provided desktop support and troubleshooting to employees experiencing problems with their computers.
- Participated in the very earliest stages of development of an iOS address book application.

Projects

Matching Game (2016). Created a card matching game using vanilla JavaScript.
Website - samflo.org (2015). Built fully responsive website using HTML5, CSS3 and Bootstrap.
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**.**