Samuel Flomenberg
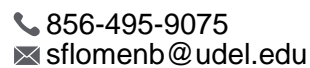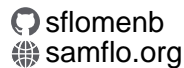
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Skills

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

Education

University of Delaware   *Newark, DE*
Bachelor of Science in Computer Science   *August 2013 - May 2017 (Expected)*
- 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 corresponding web app using AngularJS.
- Built a mobile app using Ionic and AngularJS which facilitated faster logging of computers and peripheral devices into an SQL database.
- 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
  - 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.
- Used the Agile scrum methodology to update supervisors on progress.

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**.**