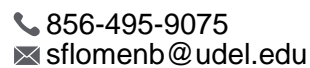
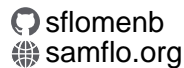


Samuel Flomenberg



Skills

Proficient Languages: Java, JavaScript

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

Frameworks: Angular 1 and 2, Ionic, Bootstrap

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
- Created an API to retrieve data for the application 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.