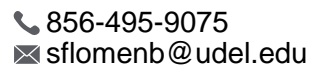
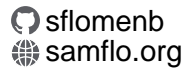


Samuel Flomenberg



Skills

Proficient Languages: Java, JavaScript

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

Frameworks: AngularJS, 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, Data Structures, Introduction to Algorithms
- Took courses during Summer 2014 rather than pursuing work experience

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.

NJ Transit Graphic Design Mimicry (2016). Mimicked the physical design of an NJ Transit brochure solely with HTML and CSS.

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.