Sherrie McNulty

Richmond, Virginia | Available Immediately
Available for a Phone/Onsite Interview with a days' Notice

EDUCATION:

Utah State University in Logan, UT
- **Bachelor of Science in Computer Science**
  - GPA: 3.5

University of Richmond in Richmond, VA
- **Full-Stack Web Development Certificate of Completion**
  - Grade: A

PROFESSIONAL EXPERIENCE:

Self Employed in Richmond, VA   **Aug '19 – Present**
Tutor
- Provide face-to-face and remote tutoring services.

Environment: HTML5, CSS3, Bootstrap, Media Queries, JavaScript, jQuery, RESTful, JSON, Web Services API, Node, Express, React, MySQL, Postman, Visual Studio Code, Git, Heroku, Photoshop, ZOOM, Skype

University of Richmond, Richmond, VA   **Jul '19 – Aug '19**
Student
- Individual and Group projects
- Group lead

Environment: HTML5, CSS3, Media Query, Bootstrap, JavaScript, jQuery, REST/RESTful, MVC, AJAX, JSON, Node.js, Express.js, Handlebars, React, MySQL, Postman, Visual Studio Code, Git, Heroku, ZOOM

Volunteer, Richmond, VA   **Jul '10 – Jul '19**
- Secured disability benefits and funding for organ transplant
- Planning, Organization, Implementation, Personal Care of a sibling

Sherrie McNulty LLC, Merrimack, NH   **Dec '01 – Jul '10**
Computer Consultant/Manager
- Establish and maintain contacts
- Determine customer needs
- Design, implement and install applications
- Systems administration
- Create marketing materials
- Manager/Lead of 2 employees

Environment: HTML, CSS, JavaScript

Avid Technology, Inc Tewksbury, MA   **Dec '00 – Aug '01**
Sr. Software Engineer
- Design, develop, test, and support Web and CAM applications
- Systems administration
- Suggest and implement an automated publication and archiving application in lieu of purchasing a costly content management suite. This saved the company approximately $350,000.

Environment: HTML, CSS, JavaScript, Shell Script, C

Sanmina-SCI Corporation, Salem, NH   **Oct '97 – Dec '00**
Sr. Software Engineer
- Coordinate rapid prototyping of CAM applications Initiate software documentation and train staff to utilize it

- Directly communicate with internal customers to determine software needs
- Investigate new technologies for making decisions about future development
- Train development group on implementing new technologies
- Mentor junior developers
- Design and implement release management application to improve reliability of releases
- Create a production blog and software request system to improve communication among sites and departments (This was done on my own initiative)
- Suggest and implement Graphical User Interfaces for tools that were previously text to reduce error and production waste. This also increased the speed of production and eased training of new staff

Environment: C, Shell Script, HTML, CSS

Applied Analysis Inc., Billerica, MA   **Feb '94 – Oct '97**
Software Engineer
- Group lead in the development, deployment and support of image processing tools
- Define specifications, generate and document detailed designs
- Assign development tasks and track progress
- Mentor junior developers
- Systems administration of open LAN including all peripherals
- Initiate and implement graphical development tools to automate multi-platform and multi-environment releases.
- This made releases faster, more reliable and consistent
- Provide customer site installation, training and support
- Implement the initial Bathymetry prototype which won the initial funding contract that eventually led to the development of several applications currently on the market
- Secret Level Security Clearance - inactive in 1997

Environment: C, C++, HTML, CSS, Leadership

Wyle Laboratories, Hampton, VA   **Jun '93 – Dec '93**
Programmer
- Develop software for real-time systems using parallel processing to acquire and buffer raw data from multiple sensors and calibrate to get intelligible results for analysis
- Suggest and implement library routines to reduce redundant code
- Maintain a Confidential Level Security Clearance - inactive in 1994

Environment: C, Shell Script