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|  | |  | Craig S. Abernethy  707-592-9572  [craigabernethy85@gmail.com](mailto:craigabernethy85@gmail.com) |
| Objective | Seeking a challenging and rewarding position where my experience in web/mobile application development and extensive knowledge in solving business needs will be utilized to its fullest potential. | | | |
| Education | May 2014-Current Master of Science Computer Science Georgia Tech  **(In Progress)**  June 2009 Bachelor of Science Computer Science U.C. Santa Cruz    **Related Honors**:   * Awarded C&E SVP Recognition at AT&T in 2012. * Awarded AT&T Key Contributor Award for years 2012, 2013, and 2014. * Awarded the Dean’s List in 2009. * Member of International Honor Society, Phi Theta Kappa. * Received Elks Lodge Most Valuable Student Award in 2003. | | | |
| Skills/Abilities | **Professional Profile**   * Driven to self-improve, well organized and good communication skills. * Excellent at multitasking and handling stressful deadlines. * Exceptional work ethic, intellectual, and a quick learner.   **Technical Summary**   * Programming languages: C/C++/C#, Java, Objective C, Python, Ruby, PHP, Perl, Lisp, JavaScript, XHTML/CSS, SQL, ASP/VB, XML, ColdFusion * Experienced in AJAX, SOAP, REST, WCF, Web Services, multithreading, socket communication, mobile applications, and client/server application development. * Professionally developed using jQuery, Rails, Django, and TurboGears. * Extensive working knowledge of Visual Studio, WebSphere, Microsoft Windows Operating Systems, Mac OS X, Unix/Linux, Adobe products, Microsoft Word, Excel, and PowerPoint programs. | | | |
| Work Experience | Jan. 2011—Present AT&T San Ramon, CA  **Sr. Specialist Applications Developer**  Developing a mobile asset tracking system for engineers and technicians to track, inventory, and deploy assets using JavaScript (jQuery) on a ColdFusion server communicating with java web services on a SQL backend. Also simultaneously developing a client iPad/iPhone application for technicians to manage, ship, and deploy these assets in the field.  Day to day tasks involve developing and managing a variety of web, mobile, and database applications for the Construction and Engineering Mechanization Group that require critical thinking and analysis for solving problems in an efficient and elegant way.  Oct. 2009—Aug 2010 Sequoia Ventures Group Walnut Creek, CA  **Software Engineer**  Designed and developed a real estate application using JavaScript, C#, SQL, and other Microsoft technologies. My responsibilities ranged from architecting and deployment of modules, managing other programmers’ tasks, and database administration. I also managed and developed websites using Ruby on Rails.  Aug. 2008—June 2009 Computer Science Senior Project U.C. Santa Cruz  **Producer/Developer**  As the team lead, I managed the SDLC of Ripholes in Rubbish <http://www.ripholes.com>), a Nintendo DS platform game. I architected the structure using UML class and sequence diagrams, managed group tasks through SCRUM meetings, and programmed GUI, object physics, artificial intelligence, and stylus mechanic modules in C++.  May 2009—June 2009 Gluu Inc Santa Cruz, CA  **Programmer**  Developed a payment and orders module for the facilitation of purchasing media for a small company using Python and Django.  June 2007—Aug. 2008 AT&T Fairfield, CA  **Project Manager**  Developed web/database modules for AT&T’s $6 billion Project Lightspeed intranet tracking application using JavaScript, ASP, XHTML, and SQL. | | | |