Shayne Linhart

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SOFTWARE DEVELOPER

- Highly motived and passionate about solving problems through software development

Technical Skills

- ***Programming/Languages:***
  - ***Proficient in***: HTML, CSS, JavaScript, BackboneJS, Bootstrap, jQuery, PowerShell
  - ***Familiar with***: PHP, AngularJS, TypeScript, C#, SQL, Java, Haskell, C, Sass
- ***Source Code Control:*** Git, SourceTree
- ***Developer Tools:*** Visual Studio, Webpack, Selenium, Google Analytics, Chrome Developer Tools

Experience

SOLODEV — Orlando, FL ❖ **Software Developer,** June 2015 to May 2016

- Responsible for majority of front-end development, implemented with BackboneJS and Bootstrap frameworks.
- Refactored entire front-end codebase in order to remove memory leaks with the help of MarionetteJS.
- Led effort to handle module dependencies with Webpack instead of RequireJS in order to reduce initial app load time by 300% and to simplify build automation with AWS.
- Introduced new developers to codebase and frameworks. Performed code reviews in order to ensure code quality and help developers become familiar with company practices.

VIEWPOST — Orlando, FL ❖ **Front-End Web Developer,** May 2014 to May 2015

- Assisted in development of an extensible and easily maintainable testing framework on top of Selenium for automated user interface test (with TypeScript, JavaScript, and jQuery).
- Implemented features using AngularJS, JavaScript, HTML, and CSS based on mockups and given business rules.
- Developed a framework to add Google Analytics tracking to web elements with Angular directives.
  - Worked with marketing team to design the specific implementation of our Google Analytics tracking to best suit their needs.

Education

UNIVERSITY OF CENTRAL FLORIDA ❖ Bachelor of Science, Major in Computer Science, Minor in Mathematics. Graduation Date: May 2015

- ***Major GPA: 3.7***
- ***Projects:***
  - ***Neuroevolution:*** Implemented a self-designed genetic algorithm to evolve a character that could find a goal through a simple maze. This project was created in the Unity game engine and programmed in C#. Rangefinders and Radar sensors were used to gather information about the character's environment.
  - ***Compiler:*** Developed a compiler for the educational language PL/0 (implemented in C). The compiler reads and interprets PL/0 code, checks for errors, and executes on a virtual machine.