Albert C. Anderson III

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**Objective**

To obtain a career in software engineering that will increase my knowledge of the workforce, give more knowledge about software development as a whole, and help develop my coding skills.

**Education**

Bachelor of Science in Computer Science

Lynchburg College, Lynchburg Virginia

Graduation Date, May 2019

**Programming Skills**

**Programming Languages:** Java, C++,Python, XML

**Databases:** MySQL, Oracle

**Workflows:** Nintex

**Analytics:** Tableau,Power BI

**Other:** MobaXterm, Spring, Apache

**Most Relevant Courses Completed**: Introduction to Computation, two semesters of Introduction to Computer Programming with C++, Data Structures and Algorithms, Database Management, Computer Science Math (Discrete Math), Software Engineering, Game Design., DistributiveSystems, Artificial Intelligence.

**Summary of Academic Experience**

**C++ Programming:**

Used C++ as the principal language in all coursework for the major, to understand basic coding skills, data structures, and functionality.

**Data Structures and Algorithms:**

Utilized object-oriented programming techniques to implement a wide range of data structures and algorithms.(Programmed in Java)

**Database Management Systems:**

Studied ER-diagrams, Relational Algebra, SQL, MySQL, and Database Normalization.

**Software Engineering:**

Practices for building large, reliable computing systems. Topics include software development life-cycles, agile development techniques, configuration management, test-driven development, coding standards, design patterns, and other fundamental software engineering concepts(Programmed in C#)

**Game Design:**

Studied the concepts of 3D graphics and modeling and real time interaction in an event-driven environment. Topics include geometric transformations, light models, texture mapping, special effects, 3D sound, physics modeling, and graphics engines(Programmed in C++)

**Distributive Systems:**

Studied the abstractions and systems that allow computer systems to do many computations in at the same time. Topics include concurrency, scalability, high throughput computing, distributed computing protocols, and distributed software architectures.(Programmed in Java)

**Artificial Intelligence:**

Introduction to the general concepts of Artificial Intelligence. Focuses made during the course in two major areas of AI: Natural Language Processing and Machine Learning.(Programmed in Python)

**ExtraCurricular**

Track Team (2016-2018)

Club Basketball (Fundraising Chair, 2015-2019)

Student Member of the Association of Computing Machinery (ACM)

Math & Science Stem Program (2014)

**Awards and Recognition**

ROTC Merit Award for Fire Team Leadership: 2013

Perfect Attendance for Four Years, Woodbridge High School: 2014

Silver Medal Men’s 4x100 Relay, ODAC Championships: 2017

Honorable Mention, 3.0-3.5 Sem. GPA: 2016, 2018

Dean’s List, 3.5-4.0 Sem. GPA: 2019

**Relevant Employment History**

**December 2014 to May 2017 - Moving Crew Leader, Keep It Moving LLC, Salisbury, Maryland –** packed household items, loaded/unloaded and operated moving trucks over winter and summer breaks.

**April 2018 to May 2019 - Georgia-Pacific Containerboard, IT Department CO-OP Internship, Big Island, Virginia**  – as a team helped with data analytics, created workflows, fixed bugs in old programs, did research on multiple new application and tried to find ways the company could use them. Also developed an application that the company will use and optimize, that will save them money annually. Programmed in C#, Perl, JavaScript, and Python.

**References**

Dr. Randy Ribler Kavin Kramer

Professor of Computer Science I.T Member

Lynchburg College Georgia Pacific

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