Katherine Marie Piette

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EDUCATION

Bachelor of Science in Computer and Information Sciences
Concentration in Software Development
Minor in Marketing
Messiah College - Mechanicsburg, Pennsylvania: May 2017

WORK EXPERIENCE

Nest, an Alphabet Company, Palo Alto, CA   May 2016 – August 2016
Software Engineer Intern
- Authored documentation articles for our third party developer website
- Developed the Works With Nest web portal with a team and at times led team meetings (daily standups)
- Represented Nest at the Major League Hacking Spring Event 2016 for 400 hackers

Mizuho International Plc., London, UK   January 2016 – April 2016
Information Services Department Intern
- Tested acquired software, submitting requests for change to the provider prior to company-wide distribution
- Responsible for writing scripts for Microsoft Active Directory to reorder software licenses for user accounts

Messiah College's Student Computer Services, Mechanicsburg, PA   September 2014 – Present
Computer Support Technician
- Troubleshoot problems on students and faculty PC and Mac laptops
- Performed hardware upgrades and equipment repairs such as memory and hard disk replacements
- Discovered and rectified hardware and software problems related to operating systems and low-level device drivers
- Debugged systems and eliminated viruses and other malware

SKILLS

Programming Languages: Python, Java, MySQL, PHP, Go
Operating Systems: Windows XP/7/8, Mac OSX
Embedded Platform Development: Spark Core (blink an LED)
Internet: HTML5, CSS3, WordPress
Other: PhoneGap, Spark IDE, Eclipse IDE & assembling hardware

PROJECTS

FaithConnect – Co-led a student volunteer project to develop a suite of web apps that bridge the communication gap between faith-based organizations and non-profits, provides event, volunteer, group, and partner management, and allows for report generation and donations. Oversaw the successful launch of FaithConnect in April 2016.
http://faithconnect.info

Web Development: Final Project – Led a team-based, SCRUM-driven project to develop a social media website based around music preferences. Interacted with a database that stored all user information and incorporated input validation on forms. Users can create an account, access their profile, change their settings and create different playlists.
http://camelot.cs.messiah.edu/~myforte/home.php

Programming I: Final Project – Designed a classic text Adventure Game in Python around a common unlimited gameplay engine. Leveraged databases with key-value lookup.

Programming II: Final Project – Designed and developed a graphical 2-player version of the Connect Four Game using Java. Colored circular glyphs and graphical interfaces made up the game board. Engineered an algorithm to determine the winner.

Business Systems Applications: Final Project - Created a sales forecasting application that allowed for users to input sales data, weeks at a time and then projected the next week's forecasted sales based on three different forecasting techniques.

Digital Watch Project - Assembled Spark Fun digital watch kit, learned how to solder discrete components, IC's, and displays. Acquired basic electronic handling skills.