Ray Blandford

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EDUCATION

Virginia Tech	B.S. Business Information Technology, Decision Support Systems Minors: Computer Science, International Business Overall GPA: 3.4	Fall 2017
University of Virginia, *Semester at Sea*	Traveled to 11 countries (Japan, China, Hong Kong, Vietnam, Myanmar, India, Mauritius, South Africa, Ghana, Morocco, England) around the world in 4 months to gain perspective on culture and International Business.	Spring 2016

LANGUAGES & TECHNOLOGIES

- Pursuing Android Developer Nanodegree by Google from Udacity.com
- Programming: Java, Git, LibGDX, C# (Xamarin)
- Web Development: HTML, CSS, Javascript, AngularJS, Bootstrap

EXPERIENCE

Appian Corporation – *Software Engineering Intern (Android);* Reston, VA   Summer 2016
- Designed product specification and implemented feature to enhance UX following Google's Material Design guidelines.
- Implemented DownloadManager, IntentService, and NotificationCompat to automate enterprise upgrades, and inspire greater end-user adoption rate.
- Developed Gradle build-scripts to compile application metadata in JSON format for use in enterprise deployments.
- Wrote test plans and created automated tests with the Robotium test framework.

Adobe Analytics Challenge (AAC) Semifinalist – *Technology Analyst;* Blacksburg, VA   Fall 2015
- Finished in Top 20% of 122 Undergraduate and Graduate competitors for recommendations on go-to-market strategies and user experience enhancements to Starwood Hotel mobile application.
- Used Adobe Analytics tools to understand key performance indicators such as CTR, PPC, geotargeting, and conversion funnel to identify end user habits.

Visa, Inc. – *Technology Business Management Intern;* Foster City, CA   Summer 2015
- Developed visual analytics dashboard using Tableau for Technology Executive Team to drive business decisions.
- Analyzed Project Management methodologies to assess progress on goal of eliminating 80% of non-capitalized labor hours.
- Designed and implemented Bootstrap components to create website for final presentation to Visa executive team.

Deloitte Consulting – *Sophomore Leadership Conference*; Arlington, VA   Spring 2015
- Top 5 in case competition for analysis and recommendations in order to drive improvements in airport security wait times.

PROJECTS

PokeIce – *Android, iOS, Java, LibGDX, Git*   Present
- Developing cross-platform mobile game inspired by Pokemon using LibGDX.
- Designing algorithm for object grid location randomization to allow endless gameplay.

Appian Intern Competition (1st Place) – *Java, JavaScript, JSP, Git*   2016
- Organized team of full-stack Software Engineering interns to develop differencing algorithm and UX for Appian's Process Modeler in 4 days.
- Designed and implemented front-end UX by consulting with key stakeholders in product, engineering, and end user groups.
- Voted best of 3 teams by nearly 200 engineers, including the CTO and Director of UX, from product demonstration to Engineering department.

Zombie Bird – *Android, iOS, Java, LibGDX, Git*   2016
- Developed cross-platform mobile game clone of "Flappy Bird" from scratch using the LibGDX framework.

Pamplin App – *Android, iOS, C#, AXML, Xamarin, Git*   2015
- Defined product technical requirements through meeting with University Staff and interviewing students.
- Led engineering team through development efforts via organized Agile workflows and Git collaboration.

LEADERSHIP EXPERIENCE

IT Committee Chair for Business Horizons Career Fair	Present
Student Ambassador for the Pamplin College of Business	Present
UX Team Lead for VTHacks II	2014 - 2015