

Ray Blandford

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EDUCATION

VIRGINIA TECH

Fall 2017

B.S. Business Information Technology

Computer Science and International Business

Minors

GOOGLE BY UDACITY.COM

Fall 2016

Android Developer Nanodegree (Pursuing)

UNIVERSITY OF VIRGINIA - SEMESTER AT SEA

Spring 2016

Traveled to 11 countries throughout Asia, Africa,
and Europe in 4 months to gain perspective on
culture and International Business.

LANGUAGES

Java, C#, Javascript, HTML, CSS

FRAMEWORKS

Android, LibGDX, Xamarin,
Materialize, Bootstrap

SKILLS

Web and Mobile Development
User Experience Design
Project and Product Management

EXTRACURRICULARS

IT Chair @ Business Horizons Career Fair
Ambassador @ Pamplin College of Business
UX Lead @ VT Hacks II
Events Coord. @ Korean American Student Assoc.

PROFESSIONAL EXPERIENCE

Android Engineering Intern @ Appian

Summer 2016

- Enhanced UX by designing and implementing new feature specification following Google's Material Design guidelines.
- Inspired greater end-user adoption rate by implementing DownloadManager, IntentService, and NotificationCompat to automate enterprise upgrades.
- 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.

Technology Business Management Intern @ Visa

Summer 2015

- Developed visual analytics dashboard using Tableau for Executive Team in Technology group 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.

AWARDS

First Place @ Appian Intern Competition

Summer 2016

- Organized team of full-stack Software Engineering interns to develop differencing algorithm and user experience 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.

National Semifinalist @ Adobe Analytics Challenge

Fall 2015

- Top 20% of 122 Undergraduate and Graduate competitors for recommendations on go-to-market strategies and UX enhancements to Starwood Hotel mobile app.
- Identified end-user behaviors by analyzing conversion funnel, geolocation, and traffic sources as performance indicators using Adobe Analytics tools.

PROJECTS

Car Macks

Fall 2016

- Nominated for undergraduate award of Most Outstanding Senior for leadership and project implementation.
- Designed mathematical optimization model with heuristic algorithm to solve Traveling Salesman Problem with Capacity constraints.
- Integrated Google Maps API and web services with legacy platform in VB.NET.
- Engineered implementation and conducted usability testing to ensure intuitive user interface.
- Led multidisciplinary team by determining requirements and setting Agile goals.

Sunshine

Summer 2016

- Built weather app that loads data from OpenWeatherMap API into a RecyclerView, and manages master / detail flow with intents.
- Implemented SQLite database for data persistence, used Content Providers to share data, and polished UI under Material Design guidelines.