Ver Andrew Starr

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EDUCATION

The University of Texas at Austin
Bachelor of Science, Computer Science   December 2014

INFOSEC Professional Certification   May 2014

WORK EXPERIENCE

The Dev Team, LLC   Las Vegas, NV
Software Developer   December 2015 – present
- Manage and maintain iReferDR mobile applications for 30 plus clients for both Android and iOS
- Refactor code for faster performance and testing across all 30 plus client applications
- Acquire, train, and onboard new clients to the iReferDR application

General Motors – GDAT IT Tools & Architecture   Austin, TX
Software Developer   January 2015 – present
- Incorporate Operational Readiness Checklist to Atlas streamlining process to under one day
- Reduce bugs to 0% and develop 100% of features and enhancements for each sprint
- Oversee and support IBM DataStage ETL jobs accounting for 100 plus tables in Atlas Database

The Home Depot – Windows Server Team   Austin, TX
Windows Server System Engineer   May 2014 – December 2014
- Built a live report decreasing response time to within one minute for downed servers
- Coordinated with team to update configuration patching for 150,000+ servers and workstations

PROJECTS

Overlay for DIRECTV – AT&T Developers Summit *(HTML5, Javascript)*   January 2016
- Developed a DIRECTV Set Top Box application overlaying app widgets over televised shows
- Called DIRECTV REST API from iOS application acting as a remote to switch overlay widgets
- Incorporated Twitch.tv using the Twitch API for OAUTH, top streams, and user information

Android Application Development *(Java, Android Studio IDE)*   August 2014 – June 2015
- **UTCS->Print():** Enables students to print documents from mobile device to lab printers at UT
- **Twitter Searches:** Utilizes Intents to search Twitter for related Tweets
- **What Flag is That Game:** Manipulates use of activity fragments for different device orientations

Video Game Database Website *(Django, Heroku, SQL, Python, HTML, CSS)*   January 2014 – May 2014
- Created a Django app displaying video game information featuring a 2048 video game version

Network Security and Privacy Projects *(HTML, Javascript, C)*   January 2014 – May 2014
- Exploited vulnerabilities in simulated environments including: CSS, XSRF, SQLi,
  Cookie/Password Theft, and instances of buffer overflows including a program utilizing malloc()

TECHNICAL SKILLS

Languages/Stacks: Java, HTML, CSS, JavaScript, Meteor, Angular, React, Objective-C, Python, SQL
Tools: Android Developer, Eclipse, GIT, IntelliJ, JDeveloper, SQL Developer, SVN, Web Storm