

Devin Ward

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Education

University of Louisville, Louisville, KY.

Expected: May 2024

B.S.B.A in Computer Information Systems, Web Development Track

- Computer Science Minor (GPA 4.0)
- University Honors Scholar
- Cumulative GPA: 3.5

Technical Skills

Languages

- C#, C++, Python, HTML, JavaScript, CSS, SQL
- Intermediate in Object-Oriented Programming, scripting languages and ASP.NET MVC Web Development.

Applications

- Visual Studio, Jupyter Notebook, WHM, cPanel, WordPress, GitHub, Photoshop, Unity, MS Office Suite

Databases

- Microsoft SQL Server

Experience

Louisville Geek, Louisville KY.

August 2023 – January 2024

Web Development Intern

Hybrid web and software development intern for a local IT company. Created, administrated, and supported websites and web applications for local businesses in Louisville.

- Met and worked directly with clients to build scalable web-based applications and websites.
- Administrated live websites and applications through WHM cPanel and other tools, averaging 99% uptime for client sites.

University of Louisville, Louisville KY.

August 2023 – December 2023

Laboratory Assistant – Software Development in C#

Developed programming exercise and labs to teach students object-oriented software development practices in C#.

- Created 4 programming assignments and 3 exams for over 40 students, introducing them to data structures, objects, classes, and GUI interfaces.
- Graded over 280 assignments and exams, granting feedback on logic errors, syntax errors, and object-oriented software design.

Louisville Gas and Electric (LG&E), Louisville KY.
2023

January 2022 – June

Information Technology Intern III

Remote intern in the Technology Support Center supporting corporate applications and users.

Involvement

Game Development Club, University of Louisville.

January 2022 – Present

President

Led development efforts of collaborative game development projects. Responsible for major systems implementation, code base and version control.

- Lead Developer on projects, successfully developing integrating and balancing systems over 3 games, logging 150+ development hours.
- Tutor for new members, teaching engine basics, scripting best practices, collaborative version control practices, and object-oriented programming.