

David Zubal

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EDUCATION

Fall 2016 - Fall 2018

Sacramento State - Computer Science

- Built a native cross-platform mobile space game via Codename One.
- Developed a web application to help businesses find talent from local universities.
- Senior Project: Streamlining ads for campaigns through Political Data's API.

RELEVANT EXPERIENCE

April 2017 - Present

Aviate Enterprises, Inc. - Database Developer

- Created an internal CRM for a government contracting firm that intakes, stores, and reports state/federal orders.
- Currently maintain and monitor the CRM application using replication, log-shipping, backup/recovery via AWS.
- Curate reports on my free time to illustrate company revenue.

September 2015 - February 2016

BizAssure - Software Development Intern

- Developed use case with UML for new product functionality.
- Mentored in object-oriented coding paradigm and git.
- Set up a fast-paced working environment using virtualenv for testing libraries without affecting the global system.

PROJECTS

July 2018 - Present

Eikon - iOS Developer

- An image editing app with vintage presets.

August 2017 - December 2017

Space Wars - Mobile Developer

- Constructed Use Case and ERD models with UML.
- Practiced polymorphism, inheritance, and threading through Codename One.
- Used various design principles: singleton, iterator, commands, etc.

June 2015 - January 2016

House of the Gospel - Software Developer

- Lead a local non-profit project that identifies its passion for the Central Valley.
- Data modeled, mapped, and designed using UML in Sketch.
- Compiled project with Wordpress and linked podcasts via AWS.

SKILLS

INTERMEDIATE

React, Swift, C,
C++, HTML/CSS,
SQL

FAMILIAR

JavaScript, Node.js,
PHP, Python

TOOLS

Sketch, InVision, Atom, Git,
GitHub, AWS, Slack