

OBJECTIVE

To obtain a Full-time Software Developer position

EDUCATION

Michigan Technological University
BS Computer Science
GPA: 2.70

Houghton, MI
May 2017

PROJECT EXPERIENCE

Michigan Technological University Enterprise Program: Husky Game Development

Objective: To fully design and build a video game

- Worked on a team of 6
- Brainstormed game concept
- Led design and programming for the game's GUI
- Utilized Microsoft XNA and C# for game development
- Used Microsoft Visual Studio to program and compile the video game
- Video game entered prototype stage

Team Software Project

Objective: To design and create a Graduate Student Database and interactive website for the CS department

- Worked on a team of 6
- Performed interviews with Computer Science Department staff
- Designed an Entity Relationship (ER) diagram using modeling software that met the CS Department specifications
- Used mySQL commands to store and organize graduate student information
- Constructed website using PHP to access database

Exam Taker

Objective: To design and build a database and interface for teachers to generate online exams and allow students to take the exams

- Designed an Entity Relationship (ER) diagram
- Used sample data to test and modify mySQL commands for the database
- Used triggers to automatically generate a password for new students and teachers
- Designed website to be used by students, teachers, and an administrator
- Programmed website using PHP to access database

Result: Administrator could create and edit class students and teachers. Teachers could create exams and see who was in their class. Students could take exams and see their grades.

COMPUTER SKILLS

- C/C++/C#
- PHP
- Eclipse
- MS Office
- Java
- MySQL
- MS Visual Studio
- MS Excel

CO-CURRICULAR WORK EXPERIENCE

Student Assistant, Michigan Tech Art Department

Student Assistant, Records and Registration Department

- Worked 8 hours/week while maintaining full academic schedule

CO-CURRICULAR INVOLVEMENT

Intramural Softball Team