

# ABBY DARA

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github.com/abbydara

## EDUCATION

California Polytechnic State University, San Luis Obispo (Cal Poly)

**Bachelor of Science Degree in Software Engineering**

June 20xx

GPA: 3.5

**Relevant Coursework:** Individual Software Development, Software Engineering I & II, Intro to Entrepreneurship, Intro to Networks, Algorithms, User Centered Design, Computer Organization, Systems Programming

## SKILLS

**Operating Systems:** Windows, OSX, Linux

**Programming Languages:** Java, Python, C, JavaScript, ActionScript, Swift, CSS, Html

**Design Programs:** Adobe Photoshop, Illustrator, & Design

## WORK EXPERIENCE

**Software Development Intern, Apple**

Summer 20xx

Sunnyvale, CA

- Developed a data visualization web application to assist with customer experience and troubleshooting
- Worked through the software development process from writing requirements and creating mockups to developing and testing software
- Presented overall project motivation and development process to senior management

**Junior Software Developer, Tapestry Solutions**

March 20xx-April 20xx

San Luis Obispo, CA

- Collaborated with senior software developers to develop new features in management application
- Acquired skills working with a large code base

**IT/CS Intern, Belami, Inc.**

Summers 20xx, 20xx, & 20xx

Sacramento, CA

- Analyzed quality and communication of testing processes

## TECHNICAL PROJECTS

**Game Framework**

Spring 20xx

- Created 2 games in Java and Swing that contained similar base functionality
- Factored out base game functionality and used Java Inflection to create game framework

**Chat Program**

Winter 20xx

- Used TCP protocol to implement a chat program with a single server and multiple clients
- Allowed clients to send messages to multiple people as well as individuals

**Clue Game**

Fall 20xx

- Created virtual clue card game using Java Swing, and the OCSF Networking Framework
- Worked with a group of 6 to cover the entire software process from requirement writing to testing

**Unity Project**

Spring 20xx

- Designed and implemented a story based 2.5D game in Unity working in a team setting