**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