P. Claude Peon

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OBJECTIVE

To find a full-time position as a software engineer with a technology driven company in the greater Atlanta area

SKILLS

Languages:	Java, C#/.NET, Python, JavaScript, TypeScript, C, HTML, CSS
Technologies:	Linux, Git, Angular, Visual Studio, Django, IntelliJ Idea, Windows, Mac OS
Hardware:	Arduino, Raspberry Pi, assembly and maintenance of personal computers
Concepts:	Scrum, Agile, human centered design using the Double Diamond Principle

EDUCATION

Georgia Institute of Technology   **Atlanta, Ga**
Bachelor of Science in Computer Science with Honors   *January 2016 - May 2018*
- GPA: 3.3
- Relevant Coursework: Information Visualization, Computer Organization and Programming, UI Design, Data Structures and Algorithms, Graphics Programming

EXPERIENCE

Georgia Tech Research Institute   **Atlanta, Ga**
Test Engineering of Electronic Warfare and Electronics Division   *May 2018 - Present*
Research Engineer / Software Engineer
- Designed and implemented radio frequency analysis tools
- Developed electronic warfare testing tools
- Implemented hardware in the loop test sets for laboratory tests of electronic warfare systems

Georgia Tech Research Institute   **Atlanta, Ga**
Test Engineering of Electronic Warfare and Electronics Division   *January 2018 - May 2018*
Student Researcher / Software Engineering Intern
- Successfully implemented a project utilizing real-time data visualization which facilitated testing of radio frequency signal generators
- Developed electronic warfare testing tools

Georgia Institute of Technology   **Atlanta, Ga**
Student Assistant / Recycling Department   *January 2017 - May 2017*
- Successfully managed the marketing sub-committee for Georgia Tech's Earth Day event
- Created multiple designs for banners to be used on campus and at events

PROJECTS

Freemind 1.0: Unity C# Game
- A 3D, 3rd person atmospheric puzzle stealth game featuring enemy AI
- Designed core gameplay concepts and five unique levels

Amazing Me: eBook Games
- Designed and implemented multiple games to evaluate the developmental milestones of children
- Implemented games using JavaScript and integrated with eBook created by the CDC using Angular

Canteen: A Water Tracking App
Canteen-water.org
- An application which crowdsources the locations of clean water sources
- Implemented with Java, JavaScript, and Django