Ross M. Higley

Pocatello, ID   Web / Software Developer   https://deedsogado.github.io

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Professional Summary

Recently graduated Computer Science major starting my career in software development. I have prior experience with various programming languages and tools, listed below in Skills. I have experience creating games, websites, databases, and apps.

Education

BS in Computer Science   Dec 2018

Idaho State University   Pocatello, ID

- Graduated with 3.85 GPA.

AAS in Business Information Systems   Dec 2014

LDS Business College   Salt Lake City, UT

- Graduated with emphasis in Database, Networking, and Server Administration.

Experience

Distance Learning Classroom Operator & Video Class Technician   Aug 2017 – Present

Idaho State University   Pocatello, ID

- Operated 2 cameras for broadcasting to remote campuses, online students, and recordings.
- Resolved IT issues for 8 professors each semester, to meet their educational needs.
- Educated professors on how to use SMART Podium, Document Camera, and Projector.

Database Administrator and Web App Developer   Sept 2017 – Dec 2017

ISU INFO 4430 Web App Development Class Project   Pocatello, ID

- EPIC Experimental Personal Inventory System.
- Web App written in C# using ASP.NET MVC framework in Visual Studio.
- Database written in SQL using SQL Server Management Studio.

Graphics Developer   Oct 2017 – Oct 2017

ISU CS 4458 Computer Graphics Class Project   Pocatello, ID

- EarthMoon 3D animated model of the Earth and the Moon.
- Written in HTML, Javascript, and WebGL Shader Language.
- Implemented correct relative rotation speeds using hierarchical models.

Game Designer   Nov 2016 – Nov 2016

ISU 3308 Data Structures and Programming Class Project   Pocatello, ID

- Asteroids FishEye clone of the classic Asteroids game.

- Written in C++ using Winforms.
- Inherited large team project, and implemented features at request of professor.

Game Designer   Jan 2016 – April 2016
ISU CS 1182 Programming II Class Project   Pocatello, ID
- BobAwesome 2D text based dungeon game.
- Written in C# and XAML using WPF.
- Created game based on intermittent feature requests.

Android App Developer   Sept 2014 – Dec 2014
LDSBC Info Tech Capstone Project   Salt Lake City, UT
- ReserveARoom Android app for students to reserve study rooms in the LDSBC library.
- Written in Java, XML, PHP, and SQL-lite using Android Studio for API 15.
- Used fragments to create different layouts for phones and tablets.

Game Designer   Dec 2014 – Dec 2014
LDSBC CS 115 Program Design and Graphics Class Project   Salt Lake City, UT
- Memory Match card flipping game.
- Written in Java using Swing GUI library.
- Planned and developed game with one teammate.

Web Developer   Mar 2013 – Mar 2013
LDSBC CS 135 HTML with CSS Class Project   Salt Lake City, UT
- About Me Autobiography Website.
- Written in HTML and CSS using Notepad++.
- Anchored footer to bottom of window, or bottom of content, using CSS.

Technical Skills

Java	CSS	GitHub
C#	Web GL	Microsoft Access
C++	MySQL	Microsoft SQL Server
Javascript	T-SQL	Android API 15
PHP	SQLite	Visual Studio
ASP .NET	JSON	Eclipse
HTML	XML	Linux

References

Jon Holmes	Dr. David Beard,	Dr. John Edwards
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