

West Harrison, NY 10604  
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**Scott M. Robertson**  
Software Developer

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## **Professional Summary**

A passionate developer with experience working in web and desktop development to produce engaging interactive applications. Excellent problem solving, technical and analytical skills. Seeking a full time position in software development.

## **Skills**

*Programming:* JavaScript / ES6, C#, .NET, Node.js, React.js, SQL, C++

*Tools:* VisualStudio, Git, Unity, Adobe Photoshop, Microsoft Excel

## **Experience**

*Software Engineering Intern - Osmose Utilities Services, Syracuse NY (May-Dec 2019)*

- Member in team, in charge of developing a new suite of web applications to replace existing desktop and mobile apps to manage customer and project data.
- Developed both front end and back end of customer facing web apps to manage service applications, utilizing ASP.NET MVC and Azure SQL & Cosmos DB.
- Developed widgets using Telerik Kendo UI to create visualisations for grid data.
- Created interface and back end to upload design documents and associate them with an existing project and/or work request application.
- Lead development of internal application to manage customer projects and accounts.
- Utilizing Google Maps API and US census data to create an engaging interactive experience.
- Followed an Agile workflow with daily Scrum meetings.

## **Projects**

*My Financial Tracker - Node.js API and React.js web app (Nov. 2018)*

- Developed financial tracking web applications using a Model-view-controller design.
- Created an API to control logging in and account management, as well as adding financial transactions.
- Used React.js to display dynamic views that display visualizations of transactions data.

*SomethingToDoRightNow - JavaScript web app (May 2018)*

- Developed a website that took the user's zip code, and gets their current weather from a weather API, then based off of that, make a curated search using the Google Maps API to find open businesses that are appropriate for the weather conditions.

## **Education**

Rochester Institute of Technology, Rochester, NY (December 2019)

Bachelor of Science in Game Design and Development, Minor in Philosophy

GPA: 3.2 - Dean's List Recipient (Fall 2017 - Spring 2018)