

FRANDY JAY-R USI

SOFTWARE DEVELOPER

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TECHNICAL SKILLS

Programming Languages: C, C++, C#, JavaScript (ES6), HTML5, CSS

Libraries & Frameworks: ASP.NET, AngularJS, JQuery, Bootstrap

Tools: Git, Amazon Web Services (AWS), MySQL, InstallShield, Jira, Azure DevOps

EDUCATION

Oregon State University - Corvallis, OR

2017 - 2018

B.S. in Computer Science

GPA: 3.86

PROFESSIONAL EXPERIENCE

Idelji Corporation, Full Stack Developer

April 2019 - Present

- Developed and shipped highly scalable SaaS applications and Windows services to over 50 businesses while managing over a terabyte of analytical data daily.
- Collaborated with a small team of engineers to spearhead the software development and rebranding of a new, scalable application through agile principles while mentoring new developers on the design and architecture of the product.
- Maintained high-quality production code by providing punctual bug fixes and refactoring over 60% of existing production code, effectively reducing the code base by ~30%

Oregon State Computer Science Department, Teaching Assistant

Jan 2017 - Dec 2018

- Guided 1,200+ students' growth throughout the semester by providing prompt, engaging instruction, achieving student's practical grade goals with a 97% success rate.
- Conducted weekly office hours, developing personalized lessons for struggling students, debugging and effectively communicating the flaws in a berth of coding errors, and flexibly assisting in labs, projects, and other related programming questions.
- Assessed over 40 assignments weekly, punctually and accurately delineating why a student's code met or failed to meet an assignment's requirements to engage seamless communication and support to both the professor and students.

PROJECTS

Elemental Tower Defense (Team) | bit.ly/ElementalTDGitHub

- Led a team of 3 developers to create a browser based game with specialized elemental towers, effectively articulating code design and solutions to ambiguous and undefined challenges.
- Designed the overall game's system flow and algorithms, overseeing and resolving over 5,000 lines of members' codes, effectively removing 100% of bugs found.
- Refactored ~50% of overall project code with optimal and concise algorithms, reducing the codebase by ~25%.

Tech Stack: JavaScript, HTML5, Node.JS, MelonJS

Snake Clone (Solo) | bit.ly/SnakeCloneGitHub

- A clone of the classic Snake game implementing vivid sprites and animated sound effects, improving upon the original's visual and engagement capabilities.
- Created concise, reusable functions with the Simple Fast Multimedia Library (SFML).
- Organized efficient, clean, and encapsulated code, implementing core object oriented programming principles.

Tech Stack: C++, SFML