

# KEVIN SHIFLETT

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## EDUCATION

**University of Maryland, College Park**

*BS, Information Science*

College Park, MD

*Aug. 2021 – December 2023*

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## PROFESSIONAL EXPERIENCE

### Choice Cyber Solutions

Owings Mills, MD

*Software Engineer Intern*

*May 2022 – Aug. 2022*

- \* Worked in AWS to deploy a middleware web server with node.js and KOA that fetched and aggregated over 100 client vulnerability reports from Qualys into Monday.com.
- \* Wrote Python scripts to automate folder migration from Google Drive to OneDrive, reducing project time by 3 weeks.
- \* Collaborated on a team of 12 to create a structured and curated plan in the Monday.com CRM for software integrations developed over the course of the summer.

### Paragon Bioservices

Baltimore, MD

*IT Intern*

*Oct. 2018 – Feb. 2019*

- \* Assisted with troubleshooting a variety of software and hardware related issues for 100+ employees
- \* Strategically planned, managed and installed network infrastructure at a 150,000 square foot operations facility.
- \* Helped organize company wide ERP migration and effectively communicated integration challenges to team
- \* Developed Python scripts with the pandas library that aggregated and manipulated 120,000+ data-points used for the company's ERP migration, saving the team countless hours.

### The Hobbit Restaurant

Ocean City, MD

*Server*

*Apr. 2021 – Aug. 2021*

- \* Excelled at personability and precision to create a fine dining experience for 1000+ guests.
- \* Improved on non-technical skills that were outside of my comfort zone, such as time management, organization, and handling high-pressure environments.
- \* Learned effective communication techniques, such as vocalizing concerns clearly in critical situations.

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## PROJECTS

### Tunetally

([Site](#), [GitHub](#)):

*Full stack web application for music ratings and reviews.*

- \* Learned the principles of NoSQL databases and their pros/cons compared to relational databases
- \* Worked with Angular to develop single page application design and create reusable components.
- \* Aggregated user ratings and reviews to show various statistical values, such as average score, ratings over genres, and more.

### Batch

([Site](#), [GitHub](#)):

*A dating game on IOS that allows users to participate in an experience like the bachelor/ette.*

- \* Designed the front-end UX with Adobe XD, taking Apple's Human Interface Guidelines into consideration.
- \* Developed frontend in Swift with MVC architecture pattern and a reusable networking layer that utilizes generics.
- \* Developed a REST API with Google Cloud Functions serverless execution environment and Express.js. for managing game state.

### Wandr

([GitHub](#)):

*An IOS messaging app for making plans with friends easier.*

- \* User's could locate POI's and events and facilitate plans, such as booking an Uber, making reservations, and buying tickets all from the group chat.
- \* Developed and integrated REST API using Google Cloud Platform and aggregated data from various third party APIs such as Yelp, Ticketmaster, and Uber.
- \* Created application with Swift programmatically (without storyboards) using MVVM architecture.

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## SELECTED SKILLS

**Languages:** Swift, Python, Javascript, SQL, (HTML, CSS)

**Developer Tools:** Git, AWS (EC2, S3, Cloudfront), Google Cloud Platform, Firebase, Xcode, CocoaPods, Adobe XD