

DONOVAN MOSES

SOFTWARE ENGINEER

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Software Engineer with an affinity for memorable user experiences & thoughtfully written programs that make being a Developer easy, bringing collaborative fervor into design and development of software applications.

PROFESSIONAL EXPERIENCES

GENERAL MOTORS Software Engineer (2021-current)

Developed streaming and batch data applications using Java and Spring Boot with Spark so that external clients can consume analytics data.

Lead and documented the onboarding process for new developers joining the team, increasing the velocity of new-hire transition as well as the efficiency of our documentation with current tools and processes.

ST MARTHA'S Coordinator of Music (2018-2021)

Leadership with Music & Sound technology efforts, compositing design content and music selections for 3 slideshow presentations per week across 3 services.

STARBUCKS Store Manager (2017-2021)

Promoted through three roles up to Store Manager.

NET USA Missionary (2013-2014)

Lead Keynotes and small groups at 127 events for groups as large as 300 people.

PERSONAL PROJECTS

SUPER SMASH BROS.

Java

Simulation of the popular video game where legendary Nintendo characters compete in various tournament battles.

Console-output program written through the lens of SOLID and Object-Oriented Design principles.

DONOVANMOSES.COM

jQuery, HTML, CSS, Photoshop, Illustrator

Portfolio Website showcasing projects and brand collateral through responsive web design principles

INCEPTION

JavaScript, AJAX, HTML, CSS, rapidAPI

Single Page Application that pulls in 3rd Party JSON data so that users can view IMDB's available information for the feature-length film, Inception

Course Library RESTAPI Node.js, Express, Postman, Joi

RESTful Web Service using Create, Read, Update, & Delete operations for an education course library

SKILLS

BIG DATA & DEVOPS

Apache Hadoop, Hive, Spark, Kafka Pulsar, Docker, Git, Azure DevOps, Pivotal Cloud Foundry, Autosys **PROGRAMMING**

Java, Spring Boot, JavaScript, React, HTML, CSS, SQL

MISCELLANEOUS

Adobe Photoshop, Illustrator, Lightroom, InDesign, After Effects, Premiere Pro, Google Analytics, Pro Tools, Audio Engineering for Live & Studio Settings

EDUCATION

ARIZONA STATE UNIVERSITY

Bachelor of Science, Graphic Information Technology Coding Bootcamp Prep Course with primary focus in Front End Web Development Flatiron School's preliminary coursework centered on

Ira A. Fulton Schools of Engineering || Online - 2021 Enrolled in additional Computer Science curriculum FLATIRON SCHOOL
Coding Bootcamp Prep Course

Flatiron School's preliminary coursework centered on JavaScript and Ruby - accepted into the immersive Software Engineering Bootcamp Program