**CHAD MCADAMS**

909.913.0280 | mcadamschad@outlook.com | Southern California| GitHub: chadthecoder

**Software Development Lifecycle | UI/UX Design Expertise**

Web development professional utilizing cutting-edge software development tools and techniques to design industry-leading web solutions. Developing and implementing tailor-fit software applications by analyzing user requirements and using advanced coding languages. Improving user experiences by incorporating customer feedback into feature and functionality enhancement; identifying and troubleshooting coding issues through root cause analyses. Well-balanced academic credentials with a BS in Computer Science.

**Projects**

* **Mobile App Development:** Optimized a phone app by using Swift for iOS and Java for Android development; wrote a UML diagram to map the software development cycle; collaborated with a team of developers and testers.
* **Web Programming:** Created a website encompassing a personal portfolio, a JavaScript-based [game](http://chadthecoder.github.io), and a blog; utilized SQL and PHP for backend web development as well as HTML and CSS to design the user interface and visual elements.
* **2D Game Development:** Created a 2D game, Marshmallow Poppers, by using Unity with C#; enhanced gaming experience by customizing the UI design using HTML and JavaScript; incorporated additional features.
* **C++ Math Library:** Developed a C++ library to introduce new mathematical calculation functionalities missing in STL, including checking for prime numbers, finding the greatest common denominator, and calculating remainders regardless of integers.
* **Python Web Scraping:** Used Selenium with Python to scrape Google Maps data; utilized a JavaScript-compatible Python library.
* **C++ App:** Created a WordPress plugin starter kit by building a C++ app; automated the plugin by modifying using user data.
* **Simple Ball Game Creation:** Created a pong game in C++ by using OpenGL to leverage 2D vector graphics.
* **Nikon Image Renaming:** Renamed JPG files by creating a name modifier; wrote code in C++ and C for Linux-based operating systems and conducted testing in Ubuntu.

**Education**

**Bachelors of Science, Computer Science,** California State University 2019

*Coursework:*Software Engineer, Server Programming, Game Programming, Operating Systems, Computer Science II, Computer Graphics, Game Design, Data Structures, Algorithm Analysis, Ethics & Computing

**LinkedIn Training & Workshops**, LinkedIn Learning: FileMaker Pro Essential Training, 2020; Flutter, 2020; Learning Java, 2020; Programming Foundations: Data Structures, 2020

**Udemy Training & Workshops**, Udemy: Make a Unity 2D Physics Game - For Beginners, 2017; Learn 3D Modeling: Blending Basics in Under 2 hours, 2017; The Complete Web Developer Course 2.0, 2018; Ultimate Web Designer & Developer Course: Build 23 Projects, 2018; Git a Web Developer Job: Mastering the Modern Workflow, 2019

**In-Person Training & Workshop**, I-Ale.org: SCaLE 17x Internet of Things Apprentice Linux Engineer, 2019

**Professional Experience**

**Coordinator,** Earthquake Bracing Incorporated 03/2017 – Present

Generated buy-in for home retrofit services by educating customers on program benefits as the second point-of-contact.

**Computer Science & Engineering Tutor,** California State University01/2019 – 03/2019

Provided one-on-one and group tutoring sessions to 50 computer science and engineering students; conducted 4 lab sessions for 4 hours each/week. Helped beginners complete lab projects and master computer science fundamentals, including C++ and basic software design concepts, by utilizing pedagogical techniques.

**Technical Skills**

**Key Skills:** HTML5 Web Development, Data Structures & Algorithms, Linux Environment, Troubleshooting, and Application Development.

**Programming Languages & Software:** HTML, CSS, JavaScript, PHP, SQL, Python, C#, C++, CMake, Node.js, Flutter, FileMaker Pro, and Perl