

James Ostmann Jr

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Professional Goals

I am a senior computer science major who is currently seeking a full-time position as a software engineer to broaden my skill scope and gain new knowledge.

Education

Expected, May 2021 North Carolina A&T State University
Bachelor of Computer Science
GPA: 4.0

May 26, 2018 Davidson County Community College
Associate of Science
GPA: 3.94

Skills

- Java, Python, C++
- HTML, JavaScript
- Android Development
- React, Node.JS
- Knowledge of AWS and GCP
- Hardware Installations
- Basic network skills
- Mac OS/ MS Windows
- Docker Containerization

Work / Experience

Cisco Software Engineering Intern – San Jose, CA (May – Aug 2020)

- Implemented a Restful API endpoint in Java JAX-RS to remove network alarms on the SD-WAN management plane.
- Developed a schema in Proto3 to run against the existing JSON alarm payloads in order to validate their structure.
- Utilized Apache Velocity templating engine to populate HTML emails with the alarm payload data
- Constructed an independent containerized STMP server to handle sending out the templated alarm emails

Cisco Software Engineering Intern - San Jose, CA (May – Aug 2019)

- Programmed and deployed physical Cellular / Wi-Fi IoT buttons in my building to gather data about employee activity.
- Integrated the IoT Devices into Cisco DNA Spaces to analyze activity trends based on location and time.
- Utilized trends to develop a more efficient means of scheduling cleaning personal in the workplace.
- Wrote backend in python3 which sent the buttons data through an API request to Cisco DNA Spaces.
- Employed AWS Lambda Functions to manage the execution of backend code.

Chick-Fil-A (2015 - Present)

- Currently work as a Drive through team lead at a Chick-Fil-A in High Point NC.
- Operate an iPad POS system outside in order to elevate customer experience.

UNCF HBCU Innovation Summit (2018)

- Did various programming activities at companies such as (Google, NetApp, and Twitter)

Projects

Element Finder Android Application

- Utilized the android studio platform to design develop and publish app on Google Play store.
- Incorporated an animated splash screen while the app loaded.
- Used Hash Map data structure to compare and check user input.

Chat Website

- Designed and developed a dynamic “real time” chat application in Node.js utilizing Web Sockets.
- Deployed the website on Heroku hosting platform so users, outside my local network can join and message each other.

Space Invaders in Java

- Created a version of space invaders in JavaFX which utilizes all of the pillars of Object Oriented programming.
- Added additional features in the game such as different sound effects, and persistent high score saving.