Johnathan Bevers
Software Engineer

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Summary:

- Passionate, enthusiastic, competent, and capable professional looking forward to joining as a software engineer having valuable skills in JavaScript, C++, Python and Algorithms. Highly capable in providing quality solutions to complex technical problems, providing effective troubleshooting services.
- Possesses finest blend of skills with proven ability to work independently and as part of teams. Convincing communicator with practiced troubleshooting and problem-solving skills; has capacity to work in dynamic and challenging environments with ability to handle pressure and tight schedules. Willing to learn any technologies or languages at a fast pace.
- Currently pursuing bachelor's degree in Computer Sciences that is expected to complete in May 2022. In academics, performed several assignments and projects in Data Structures and Algorithms subjects to gain practical proficiency. Most class projects and programs have been in C++.

CORE STRENGTHS & ENABLING SKILLS

- C++
- Python
- Working in a Team
- Java
- C#
- Python
- Software Development
- Problem Solving Skills
- Interpersonal & Communication Skills

PROFESSIONAL EXPERIENCE

Internship at U.S Bankruptcy Court, Nashville TN
Works as "***Developer/Programmer Intern***", August 2021 – Present
Responsibilities/Accomplishments:
- Skillfully work independently and in a team to solve complex technical problems.
- Utilized C# and SQL on a day-to-day basis.

Other Experience:

── Worked as "***Help Desk Support Specialist at Horne LLP, Nashville TN***" April 2021 – August 2021

── Worked as an "***Software Engineer Intern at Hive, Nashville TN***" June 2020 – August 2020

PROFESSIONAL QUALIFICATIONS

- **Middle Tennessee State University, Murfreesboro, TN** (August 2020 – May 2022)
  Bachelor's in computer sciences
  3.8 GPA
  Dean's List
- **Motlow State Community College, Fayetteville, TN** (January 2019 – May 2020)
  Associate Degree in Computer Science
  3.9 GPA

MAJOR PROJECTS

- ✓ Created a class representing a generic firefighting vehicle (FFVehicle) and two additional classes inherited from this class, the FFTruck and FFHelicopter classes. The project gave practical experience with characteristics and C++ implementation details of inheritance and polymorphism.
- ✓ Created a program having class template i.e., implementation of a priority queue. The implementation was based on building and maintaining heaps based on "high priorities" with minimum or maximum values, depending on priority queue type. Gained practical experience using the STL and how memory is processed in C++.
- ✓ Created a class representing a gasoline pump that will maintain a running total of amount of fuel dispensed and revenues collected. The driver program instantiated 3 pumps and simulates fuel for a user selected number of vehicles. Gained practical experience in C++ using classes to create and modify dynamic objects.
- ✓ Wrote a C++ program to simulate a simple card game between two players. Gained experience with overloaded operators, using multiple classes, enum variables and a variety of other advanced C++ topics. Used a file to take in the players' names and seed for shuffling the deck of cards.

PROFESSIONAL COURSES

── **Computer Science 1 and 2, MSCC,** January 2019 — May 2020
── **Calculus 1 and 2, MSCC**, January 2019 — May 2020
── **Data Structures and Algorithms, MTSU, Fall 2020**
── **Discrete Structures, MTSU, Fall 2020**