

Tiffany Abernathy

t.c.abernathy96@gmail.com | (803)-849-5687 | Columbia, SC 29223 | livnadream.com | [Linkedin](#)

Work Experience

Custom Software Developer, Capgemini: Columbia, SC : Jan 2020 - Current

- Creation of APIs and Integrations using Mulesoft, Anypoint Studio/Platform and Dataweave.
- Worked on two different projects: Inspire Brands and Tennessee Valley Authority
- Maintained and supported 6 mobile applications and 1 website. Working with end users to resolve issues.
- Experience using Mulesoft, Postman, xCode, Visual Studio, Maximo, Akana, Sitefinity, Angular and more.
- Experience working with SCRUM processes including retrospectives, sprint boards and ticket management.

Lead Software Developer, Design Information Technology, Columbia, SC : June 2019 – Jan 2021

- Ported the TEAMS (traffic Engineering Asset Management Software) from one tech stack to another.
- Silverlight, WCF (Windows Communication Foundation) Service, ASP.NET stack to Angular, WCF Service, ASP.NET stack.
- Working with the Google Maps API, Bing Maps API and the use of Telerik Kendo UI for the Angular Framework.

Software Developer, University of South Carolina: Columbia, SC : Nov 2016 – May 2019

- Developing the Ship Design (S3D) tool for the Navy written in C++ and using the QT Framework.
- Created a website for distributing S3D using HTML, PHP, and Javascript.
- Experience using Git, TFS and the TortoiseGit client to manage collaborating on source code.
- Experience working in an Agile environment using the SCRUM process.
- Mentor new hires in team coding standards and the use of the Navy's Framework used by S3D.

Skills

Programming Languages: C++, C#, Typescript, Java, Javascript, SQL, HTML, Python, Dataweave

Programming Frameworks: Angular, Cordova, Ionic, QT

Game Engines: Unreal, Unity

Operating Systems: Windows, Linux, Android, Apple

Applications: Adobe Illustrator, Photoshop, Dreamweaver, Visual Studio, Microsoft Suite, Mulesoft, Anypoint Studio/Platform, Postman/SoapUI

Version Control/Issue Tracking Tools: Git, TFS, Tortoise Git, Jira, Confluence, Gitlab, SCRUM

Certifications: Mulesoft Certified Developed – Level 1 (Mule 4)

Projects

Solo Developer – Merciless Renewal (Unreal): First Person Farming/Gambling Simulation Game

Project Leader - Abandon Mentality (Unity): 3D First Person Virtual Escape Room Game

Project Leader - Healthy Spirits (Mobile App): Capstone Project made with Cordova/Ionic.

Programmer/UX Designer - Portrait of a Tree (Unreal): Third Person Side Scroller Adventure Game

Lead Programmer/Designer – Gamers Central (Mobile App): Mobile Application made with Cordova/Ionic.

Awards

First Place @ Backers and Hackers Event: Mobile Application Competition April 2018

Presidents List @ University of South Carolina: Fall 2015, Fall 2018 & Spring 2019

Deans List @ University of South Carolina: 8 Semesters Fall 2015 – Spring 2019

Education

University of South Carolina: Columbia, SC
Bachelor of Computer Science, Minor in Media Arts: May 2019

Major GPA: 3.97 - Overall GPA: 3.88