

Derreck Thomas Stellpflug

EDUCATION

University of Houston – Bachelor in Computer Science

December 2017

- Minor in Math | GPA: 3.3

SKILLS & QUALIFICATIONS

Languages: C#, Java, Ruby, SQL, C++, HTML, CSS, PHP, & JavaScript

Databases: MySQL & Microsoft SQL Server

Frameworks: ASP.NET CORE, Ruby on Rails, React Native, & Angular

Cross Platform Tools: Unity, Ionic, & Cordova

Other: Agile development, Jira, AWS, & fluent in English & Spanish

Version Control: Git, TFS, SVN

WORK EXPERIENCE

Software Engineer Intern | Avvo – Seattle, WA

June 2017 – August 2017

- Improved site functionality by allowing users to save and delete legal guides
- Extracted functionality from monolith application into smaller micro-services
- Won two Avvo Hackathon awards, one for the most creative idea and another for best feedback towards the Avvo UI kit

Tech Stack: Ruby on Rails, MySQL, Git, Jira, Agile development, AWS, HTML, CSS, & JavaScript

Software Engineer Intern | CTUIT – Houston, TX

April 2017 – June 2017

- Implemented an XML validation process for client data submissions
- Automated fetching of phone numbers for restaurants using Google Places API and Yelp API

Tech Stack: [ASP.NET](#), SVN, MS SQL, HTML, CSS, & JavaScript

Programmer Intern | Harris County – Houston, TX

February 2017 – April 2017

- Created a phone directory app for Android, iOS, and the Web from a single code base with full offline capabilities
- Built as a Progressive Web App using Ionic 2

Tech Stack: ASP.NET CORE, MS SQL, TFS, Ionic, Cordova, Angular, HTML, CSS, & JavaScript

PROJECTS

Demo projects at: derreckstellpflug.me/projects

NewbornOutlet

April 2017

- An intuitive point of sales system
- Built using pure HTML, CSS, JavaScript, PHP, and MySQL
- Features user authentication, user roles, customer rewards program, and complex inventory report generation

React Pokémon Pokedex App

December 2016

- Completed as a quick challenge to demonstrate React Native as a fast prototyping option for developing iOS and android apps that interact with large data-sets
- Developed using JavaScript, React Native, and a public JSON library for both the iOS and Android mobile platforms

Monkey Zen, University of Houston

October 2016 - December 2016

- Created a fun side 2D unity scrolling platformer with a score tracking system, vine jump mechanics, enemy AI, life system, and with all original artwork

STUDENT & PROFESSIONAL ACTIVITIES

- CougarCS – Member
 - Tutor C++ and Java for intro CS courses and data structures
 - 2016 CodeRed Hackathon Volunteer
 - 2016 Immersive Technology Conference Volunteer

2015 – Current

- CS Girls Club – Member

2015 – Current

- Seattle.rb - Member

2017 – Current

- Seattle.js - Member

2017 – Current

CONTACT INFO

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Will Relocate: Yes

US Citizen: Yes