

Devin Rankin

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EDUCATION

Temple University College of Science & Technology, Philadelphia, PA

Aug. 2020 – May 2024

Computer Science, B.S.

GPA: 3.63

Dean's List: Spring 2021 & Spring 2022

TECHNICAL SKILLS

Programming Languages: Python, TypeScript, JavaScript, C, Java, SQL

Frameworks / Libraries: Next, React, Tailwind, Electron, Vue

Markup Languages: HTML, Markdown, L^AT_EX

Developer Tools: Git, GitHub, Docker, Node, Postman, Vim, Visual Studio Code, IntelliJ IDEA, Jupyter/iPython, Firebase/Supabase

Other Tools/Skills: Microsoft Excel, Wireshark, Oracle VM Virtual Box

API: Spotify, Duolingo, Google CSE, OpenAI, Google Translate, Win32

RELEVANT COURSEWORK

Operating Systems, Low-Level Systems Programming, Data Structures & Algorithms, Principles of Data Science, Software Design

Calculus I-II, Multivariable Calculus, Linear Algebra, Probability & Statistics, Discrete Math

EXPERIENCE

Software Engineer Intern

May 2023 – July 2023

Coventry Life Settlements

Philadelphia, PA

- Designed, developed, and implemented a streamlined employee onboarding process application using Vue.js, Vuetify, TypeScript, and HTML/CSS, doubling onboarding speed.
- Played an active role in the maintenance and enhancement of the company's software applications, working with C#, ASP.NET, and Visual Basic to troubleshoot and resolve issues, implementing updates to keep the software up-to-date.
- Created comprehensive documentation for the codebase, facilitating knowledge transfer and ensuring the sustainability of software.

Teaching Assistant

January 2023 – May 2023

Program Design & Abstraction at Temple University

Philadelphia, PA

- Aided students' learning of programming in Java and the basic principles of Object Oriented Programming.
- Reinforced students' understanding of relevant skills and materials through weekly lab sessions.
- Maintained grades for 30 students, ensuring accuracy, honesty, and speed.

PERSONAL PROJECTS

OwlHacks 2023 Spring Winner: Inquiry | Typescript, Next, Electron, Supabase, TailwindCSS February 2023

- Led a team of two to build a two-part system consisting of a web and native app using React, Next, and Electron.
- Utilized Supabase for real-time storage and user authentication.
- Developed a modern communication platform to help students overcome anxiety and connect with their teachers in real time.
- Implemented the up-voting of questions to help instructors prioritize and address the most common student concerns. Contributed to the design, architecture, and testing of the system, ensuring scalability, performance, and ease of use. Resulted in a positive reaction from judges.

Unix Shell Clone | C, Make

October 2022

- Developed a Unix shell clone, including internal commands, as well as support for external commands from the Unix environment.
- Implemented internal commands based on existing Unix commands such as 'cd', 'help', echo, quit, clear, etc.
- Improved understanding of operating systems, process management, and software design, and honed skills in C programming. The successful completion of the project demonstrated the ability to develop complex software systems and work with low-level system components.