

Duncan Crawbuck

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SOFTWARE ENGINEER

Recent graduate with experience building mobile and web applications. Enthusiastic about learning and mastering new languages and concepts. Focused on using breakthrough technology to create powerful experiences and solve difficult problems. Experienced with Agile software development and remote collaboration. Works well in fast-paced, collaborative environments.

EDUCATION

Bachelor of Science, Computer Science

California State University, Sacramento

May 2020, 3.5 GPA

Dean's Honor List, cum laude

Relevant Course Work

- Advanced Algorithm Design & Analysis
- Compiler Construction
- Database Management Systems
- Computing Theory & Programming Languages
- Operating System Principles
- Computer Networks and Internets

TECHNICAL SKILLS

Languages	Swift, C/C++, Java, Javascript, HTML, CSS
Frameworks	UIKit, SwiftUI, React
Database	MySQL
Software	Xcode, Eclipse, Visual Studio, Vim
Development Tools	Git, Scrum

EXPERIENCE

Simple & Classic Games

Independent iOS Developer

July 2019 - Present

simpleandclassicga.me

- Developed games including Solitaire and Minesweeper and sold them on the iOS and Mac App Store.
- Used SwiftUI, Mac Catalyst, and UIKit to build modern and powerful applications.
- Utilized automated testing, continuous deployment, and TestFlight beta testing.

Fire & Risk Alliance Sprinkler Database

CSUS Senior Project

September 2019 - May 2020

sprinklerdb.com

- A year-long Scrum-based team project to develop and deliver software following client specification.
- Delivered a React web application to navigate and compare dynamic visualizations from a MongoDB database with user login and authentication.
- Led the implementation of an interactive d3.js visualization in the React application.
- Attended biweekly end-of-sprint meetings with the client (Fire & Risk Alliance) and a faculty advisor.

Baby C Compiler

CSC 151 (Compiler Construction) Project

April 2020 - May 2020

[Github Repo](#)

- Developed a compiler to parse simplified C-style code and produce assembly code.
- Generates an abstract syntax tree and fills a symbol table for declared variables.
- Built to handle variable declarations, expressions, if/else statements, and while loops.

Pirex – Information Retrieval Tool

CSC 131 (Computer Software Engineering) Project

October 2018 - December 2018

[GitHub Repo](#)

- A collaborative group project developing software according to a provided specification.
- Developed a Java-based document indexer and search application with a graphical user interface.
- Personally oversaw the use of the Scrum process and shared version control.