

Miguel Campbell

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SKILLS

- Programming languages: Java, C#, Python, HTML/CSS/JS, TypeScript, SQL, C++, Kotlin, PHP
- Tools: Azure DevOps, Git, Django, Spring Boot, Angular, React, Firestore, Maven, JPQL, Postman, Grafana, Docker, Kubernetes, Microsoft SQL Server

EDUCATION

Bachelor of Science in Computer Science

May 2024

Minor in STEM Education

GPA: 3.26

University of Arkansas, Fayetteville, AR

EXPERIENCE

Retail Team Member

June 2023 - Present

Kum and Go, Fayetteville, AR

- Provide exceptional customer service by addressing inquiries and complaints to ensure a positive shopping experience for all patrons
- Comply with legal regulations and company policy to uphold a standard of accountability and mitigate conflict
- Identify and address issues with product availability, pricing discrepancies, and promotional offers to enhance customer satisfaction and drive sales revenue

Applications Development Intern

June 2022 - May 2023

J.B. Hunt Transport Inc., Fayetteville, AR

- Converted existing applications to be eligible for Anytime Release through integrating Helm and Kubernetes
- Modernized J.B. Hunt's Training Management System through the development of a Participation API
- Assisted J.B. Hunt's Shipper team in developing features that allows administrators to make changes to their FAQ page without developer assistance
- Collaborated within the Agile methodology to solidify an understanding of the Software Development Lifecycle

PROJECTS

DungeonMaestro5e

March 2024 - Present

- Collaborating with a friend to develop and maintain a web application designed to serve as a comprehensive wiki for homebrewed Dungeons & Dragons campaigns
- Serve as project manager by implementing the GitHub Projects tool to manage a spreadsheet, task board, and roadmap for product development
- Assume a frontend role through the use of MaterialUI components, UX Mocks, and graphic design

DigiCoach (1RM Workout Generator)

June 2024

- Recreated a desktop application originally developed in high school, demonstrating growth and proficiency in C# programming since the initial project
- Implemented features to calculate and generate personalized workout sheets based on user input of their one-rep max (1RM), providing a tailored fitness solution to users

DASC Room Scheduler

August 2022 - April 2023

- Worked with a team of 4 Capstone students to develop a web application providing a reservation system for the new study spaces in the University of Arkansas's Data Science program
- Implemented SQLite to create and update records for reservations, reservation participants, and user roles
- Utilized Django's core libraries to integrate an email service for providing updates to users and administrators

Telehealth Development/Research Team Member

August 2019 - February 2020

- Collaborated with a team of 6 to examine the gap of telemedicine practices in Arkansas
- Conducted research surveys and interviews with over 400 consumers to survey the telehealth market
- Utilized Proto.io to create a prototype for mapping telehealth providers, pitching our solution to UAMS
- Attended workshops hosted by the McMillon Innovation Studio to strengthen soft skills