



Casey Chevalier

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Education

May 2014 University of Colorado BS in Computer Science

Work Experience

2015-Present CoBank Database Administrator

Work in the IT Services branch of CoBank, a co-operative bank that focuses on rural communities like farmers and rural utility companies. Daily responsibilities included managing the hundreds of databases on 60+ servers. Executed scripts for developers on the databases, backed up or restored databases as needed, and managed the security protocol on the databases depending on server environment. Worked with MS Windows servers using SQL Server and Oracle Solaris and SQL Developer. Did troubleshooting and job development using Control-M, the job/batch scheduling software.

2012-2013 Rezora Associate Developer

Provided multi-tiered email marketing through delivery and reporting for large sales and marketing teams. Coded email templates based on designs provided by marketing and sales teams from a variety of real estate companies in HTML with embedded CSS to accommodate for email display. Difficulties involved perfectly recreating designs while adapting for the fickleness of specific email service technologies and mobile platforms. Also provided support and assistance to Rezora through the use of customer service and support ticketing software.

Skills Overview

- C/C++, Java
- SQL Server, Oracle SQL, Solaris
- HTML5, CSS, JQuery
- MS Windows/DOS, GNU/Linux Ubuntu, and MacOS
- Ruby, Scala, Python, Regular Expression

Research Experience, Works, & Papers

“Talos Robotics – Field Control System”. 2014. Assisted Talos Robotics with further development of a robotic field control system. Utilized GNU/Linux Ubuntu flavored system on top of Beaglebone computer to create a kid-friendly control system with the Unix-like LXDE and a web application for code management. Conducted use case studies to figure out what FTC students want in their robotic systems. <http://www.talosrobots.com/>

“JamWalkr”. 2012-2013 JamWalkr is a music tagging application. Users are encouraged to tag buildings with moods, genres or artists. As the number of tagged buildings grow, we can see how the citizens of a city think their city sounds. Final project implemented as a web application using tools such as Google Maps API, 8tracks API, HTML/CSS, and PHP. Developed as part of semester project in CSCI 3308/Software Engineering Methods & Tools with a team of 4 other students. <http://jamwalkr.site11.com/index.php>

“An Explorative First Person Piece”. 2012. Developed as part of the Spring 2012 semester in CSCI 4229/Computer Graphics under the direction of Dr. Willem A. Schreüder. Final project built in SDL/OpenGL library within the C language using lighting, texturing, and 3D drawing to create a small world that the user could walk around in with a skybox, collision detection, background music, and imported 3D Blender models.