



Client

John Jost, Core Developer

Company Background

Aventura was born in a Denver hospital IT department that completed a desktop virtualization project.

We are a rowdy bunch of technology enthusiasts who love what we do. If you've seen HBO's Silicon Valley, then you're aware of the fast-paced, fun-loving nature of a small startup company. If you're a work hard and play hard type of person that wants to learn something new every day then you're going to fit right in here.

Our software delivers a personalized desktop to our users quickly and securely. We are deployed to hospitals nationwide. One of our major goals is to allow clinicians to spend more time with the patients rather than logging in and out of their computers and launching their applications. Our product works via the user tapping an ID card at the computer which quickly logs them in and auto-launches the applications they need based on who they are and where they are.

Project Overview:

Aventura software delivers desktops and their applications to users based on who they are, where they are and who they are treating. This project's goal would be to integrate that capability with mobile devices such as an iPad. With this technology, a clinician would have the ability to carry a mobile device with them while completing patient rounds. Further, they would be able to update the location on that device to present all the relevant applications and patient information based on the location.

Project Goals

Students will be required to develop a mechanism that integrates mobile platforms into the existing Aventura system.

- Complete any necessary research as to how to complete the objective
- Prototype a method for delivering a desktop to a mobile device.
- Add the capability of updating or switching the desktop based on where they are tapping their ID card
- Create and document the tools to manage this feature.

Skills Required

- Software Development, .NET (C#) is a plus
- Basic C/C++ skills are a must have
- Eagerness to learn and adapt

Student Benefits

This project will give the students experience and knowledge with:

- Architecting and building a software component
- Agile methodologies such as Kanban and Scrum
- Learning how to integrate complex software
- Practical .NET experience
- Experience with mobile platforms
- Interfacing with third party software APIs
- Real world project that can be completed in 6 weeks

Team Size

This project would be suited for a team of 2-3 people.

Location

Students will be expected to spend most of their time at the Aventura office which is in downtown Denver.

Contact

Please contact John Jost (John.Jost@aventurahq.com; 1-303-217-8018) with any questions you have regarding this project.