Blaine Prestenbach

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Targeting an Internship in Software Development

Technology Summary

ASP.Net, C#, ASP.Net, Entity Framework Core, React/native, JavaScript, CSS, Java

Education

Southeastern Louisiana University -- Hammond, La

Pursuing Bachelor of Science in Information Technology (BSIT)

99/120 credits completed

- Academic Honors: President's List (4 semesters)
- Sophomore Software Engineering Design Project (CMPS 285):
 - Project Scope: Worked as part of a three-member team on a mobile application to keep track of the
 user's college degree progress within the computer science department at Southeastern Louisiana
 University. Analyzed functional requirements, developed code and tested software applications.
 - Tools: ASP.Net, Entity Framework Core, React Native, Expo, Swagger, Github
- Junior Software Engineering Design Project (CMPS 383):
 - Project Scope: Assigned to lead a five-member team by the class professor to create a mobile app and
 desktop website simultaneously. We worked with a non-technical client to design a solution for schools
 to have digital records for when employees record students' temperatures before being allowed to enter
 their school. These records held no personally identifiable information, and were available for the public
 to view.
 - Tools: ASP.Net, Entity Framework Core, React Native, React, Azure, Expo, Swagger, Bitbucket, yarn

Relevant Courses Completed:

- Intro Software Engineering
- Software Engineering (CMPS 383)
- Data Structures
- Object-Oriented Design

- Networking
- Intro Internet Programing
- Assembly Language Programming

Previous Employment

Walmart Distribution Center -- Robert, LA

Receiving logistics, September 2016 to Present

Working with a team to efficiently receive vendor freight and organize into a warehouse. Required skills
include critical thinking to maintain an efficient workflow, ability to communicate with people in other job
functions, and work with a level of autonomy.

Software Engineering

- Upcoming BSIT graduate offering a strong foundation in software engineering and programming principles.
- Experience in object-oriented programming; developing, testing and debugging code.
- Quickly learn and master new technologies; successful working in both team and self-directed settings.