Blake Babb

blakebabb122001@gmail.com   linkedin.com/in/blake-babb-043176236   blakebabbprofessional.github.io

Bend, OR

Objective

Recent Computer Science graduate seeking to work with in-depth computer systems

Education

Bachelor of Science - **Computer Science Major** – *Oregon State University*   2024
- 3.49 final GPA
- Graduated in June of 2024

Work Experience

Electrical Engineering Intern – *Aimco/AcraDyne*   Summer 2022
- Developed improvements to the software of a precision fastening system where torque, total rotation and other attributes are evaluated, reported and stored; used in aerospace, automotive, power and agricultural industries
- Contributed to Agile meetings with experienced electrical engineers

Auditorium Tech – *Bend LaPine Schools*   2019
- Set up and tested sound equipment for a large high school auditorium
- Maintained and diagnosed issues with actor microphones over dozens of theatrical performances

Personal Projects

Solo Game Developer, Team Leader, Programmer – *Various Game Jams*   2021-24
- Placed first overall in a video game development competition, "game jam", under time pressure and with fierce competition
- Produced ten games released on the game hosting platform Itch.io as part of various game jams working alone or in a team

Community Involvement

Actor, Lead Sound Designer – *Play for children, 'Cry Wolf'*   2019-20
- Worked as part of a small cast and crew to produce and perform theatrical performances for local elementary schools
- Managed sound equipment for a traveling theatre troupe

Skills

Scrum   Agile   AWS   Documentation   Sound Equipment   macOS   Windows   Linux

Software Automation