

Casey Kolodziejczyk

Aspiring Software Engineer

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Relevant Experience

Amazon Warehouse Simulation @ University of Iowa

Fall 2016 // Iowa City, IA

- Constructed a Java simulation of Amazon's automated order fulfillment system using Object-Oriented Design concepts
- Generated an event-based simulation in order to visualize and present the final design
- Collaborated using GitHub allowing the team to share strategies, ideas, and code

Database Implementation Project @ University of Iowa

Spring 2016 // Iowa City, IA

- Designed a functional database for managing Uber's daily operations
- Developed an ER Model to represent the implementation of the database
- Collaborated to build a relational design consisting of design features of the database
- Implemented the database design utilizing simple data and a web accessible interface through MongoDB

Data Analysis @ University of Iowa

Spring 2016 // Iowa City, IA

- Formed interactive visualizations using various sets of data by means of Tableau
- Evaluated data and identified relationships between data through visual analytics

Work Experience

IT Technician @ Cubicle Concepts LLC

Aug 2017 – Sept 2018 // Chicago, IL

- Responsible for upgrading, troubleshooting and upkeep of company's computers and networking equipment
- Installed and maintained an NVR Security Camera Surveillance System
- Implemented an RFID Security Access Control System allowing secure access to building
- Created promotional video content using Apple Motion and Final Cut Pro software

Furniture Installer @ Cubicle Concepts LLC

Summer 2016 // Chicago, IL

- Installed a variety of office furniture
- Managed inventory within the warehouse and prepared orders for delivery
- Inspected the quality of completed projects to ensure customer satisfaction

Skills

Programming Languages

Python, Java, C#, C, SQL

HTML, CSS, F#

Tools & Platforms

Git, MongoDB, Visual Studio, Unity3D, Tableau, Final Cut Pro, Apple Motion, Microsoft Office

Education

University of Iowa

2013 – 2017 // Iowa City, IA

Bachelor's of Science in Computer Science. Certificate in Entrepreneurial Management

Projects

Space Weaver Mobile Game

Mobile app developed for both Android and iOS using Unity Engine. Handled game objects and features using C#

Uiowa Web Crawler

Generated a mapping of the uiowa.edu domain to study it as a social network. Visualized the network through NetworkX library

Application Marketing Plan

Evaluated the application market and created marketing goals and objectives for a mobile app. Proposed a marketing plan that would promote the application onto the market

Interests

Hockey, snowboarding, game development, traveling