Chase E. McClellan

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Motivated and detail-oriented intern candidate with experience in Python and Java programming. Possess a strong foundation in computer science theory and practice. Professional interests include software engineering, machine learning, and GPU programming. Academic interests include the application of linear algebra, computational mathematics, and theoretical computer science.

EDUCATION

Bachelor of Science in Computer Science | Minor in Mathematics Dec 2025
University of Wisconsin-Milwaukee, Milwaukee, WI. **GPA: 3.65/4**

Associate of Applied Science in Software Development May 2023
Fox Valley Technical College, Appleton, WI. **GPA: 3.43/4**
Completed 54 credits for degree before transferring.

EXPERIENCE

Resident Assistant Aug 2024 - Present
University of Wisconsin-Milwaukee Housing, Milwaukee, WI.

- Assist ~50 students in housing needs, providing guidance and encouraging academic and personal development.
- Communicate effectively with residents and housing administrators to carry out responsibilities.
- Enforce housing policies to create a safe and respectful living environment.

Software Developer – Internship May 2024 - Aug 2024
Waupaca Foundry Inc., Waupaca, WI.

- Collaborated with a team to address the software needs of a leading manufacturing company.
- Utilized Agile methodologies such as Scrum and Sprints.
- Hosted code review meetings and incorporate peer feedback to enhance code quality.
- Implemented frameworks such as .NET, Blazor and Dapper ORM.
- Optimization of software projects and database queries.

TECHNICAL SKILLS

- **Data Tools:** Microsoft Azure, GitHub, Excel, Pytorch, Anaconda, Pandas, NumPy
- **Database:** MySQL, T-SQL, PostgreSQL, Microsoft SQL Server
- **Programming Languages:** Python, Java, C#, C/C++, CUDA, MATLAB, Visual Basic
- **Frameworks:** .NET Core, ASP.NET, Blazor, Entity Framework, Dapper, Django

PROJECTS

Lower-Upper Decomposition Parallel Programming with CUDA

- Implemented LU decomposition using CUDA to demonstrate parallel programming techniques. This project utilizes GPU kernels to provide optimized experience. This showcases the integration of linear algebra topics with high-performance computational techniques.
- https://github.com/ChaseMcClellan/LUDecompCUDA

Mandelbrot Fractal in OpenGL

- Developed an interactive Mandelbrot fractal using OpenGL. The project uses GLSL shaders to render the fractal using the GPU processes. This project has gradient-based color mapping, interactive controls and dynamic iteration scaling.
- https://github.com/ChaseMcClellan/MandelbrotDemo2024