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#### **EDUCATION**

# UNIVERSITY OF ILLINOIS **CHICAGO**

**B.S.** IN COMPUTER SCIENCE MAY 2020

# DE PAUL UNIVERSITY

**B.S. IN ACCOUNTING NOVEMBER 2015** 

## **DEVRY UNIVERSITY**

ASSOC. IN NETWORKING SYSTEM ADMINISRATION JUNE 2012

## **CODING LANGUAGES**

- C / C++
- C#
- **PYTHON**
- **JYTHON**
- **JAVA**
- **JAVASCRIPT**
- HTML
- SQL
- F#

# **SOFTWARE TOOLS**

- MS VISUAL STUDIO CODE
- XCODE / RSTUDIO / ANDROID STUDIO
- **GITHUB**
- **SCRUM**
- ARDUINO IDE
- **TWINE**
- SHINY
- REACT
- NODE.JS
- **ECLIPSE**
- UNITY
- UNREAL

#### LANGUAGES

ENGLISH

Excellent written and verbal communication skills

**POLISH** 

Novice

#### **SKILLS & PROFICIENCIES**

- Experience developing web-based applications
- Experience working in an agile (scrum) environment
- Experience dev UI, UX
- Experience Debugging existing software, testing, and system documentation

Conrad Ptasznik

Proficient in Microsoft Office

## WORK EXPERIENCE

#### Volunteer Coder

Electronic Visualization Laboratory

March 2020 - Current

- Developing an application interface for doctors to see the progress of their clients in the VR simulation
- Working with JavaScript libraries such as plotly and Ant Design to create a friendly UI
- Utilizing Node.js to communicate with REST AP

# Meat Market Counter / Wrapper

Jewel Osco

March 2013 - Current

- Assisting customers' needs by resolving problems or answering any question that they may have
- Handling and distributing consumer products on the sales floor according to company standards
- Performing monthly inventory and organization of the department

#### **PROJECTS & CLUBS**

#### Air Quality

- Implemented a web-based application that visualizes CSV data of the air quality in the U.S.
- Utilized R, Shiny, Shiny Dashboard, and ggplot2 to make the data more understandable
- Optimized the layout of the project to be suitable on a 11520 by 3240 touch screen

## Virtual Reality Garden

C#/VRTK4

- Worked with VRTK4 to create an interactive virtual reality environment to simulate gardening
- Coded the time, growing, composting, and planting interactions in Unity 3D
- Optimized scripts for faster and smoother frame rates