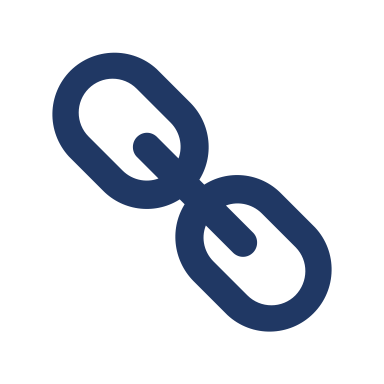
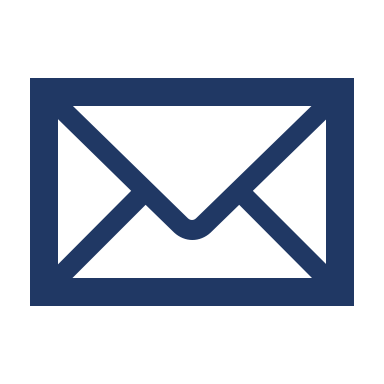
****Shape, rectangle

Description automatically generated (773) 809 6903   
 ConradPtasznik@gmail.com

Conrad Ptasznik

Linkedin.com/in/conradptasznik/

**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
* R
* 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
* 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*  R**

* 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