Drew Overgaard

(209) 200-9518

Email: d_overgaard1@u.pacific.edu | **GitHub:** https://github.com/DrewGaard
Website: drewovergaard.com | **LinkedIn**: https://www.linkedin.com/in/drewovergaard

EDUCATION

Bachelor of Science Computer Science | Application Development
University of the Pacific, Stockton, CA   May 2018
3.23 GPA

COURSEWORK AND PROJECTS

- Published Android applications to the Google Play Store that have over 10,000 downloads.

- Developed a piano game on Android for my human computer interfaces course in 2017 that aims to teach users how to play piano. Created in a Group using Java and Android Studio.

- Created an application with 5 colleagues that allows users to search for vehicles using the Edmunds API along with Java. Other features include quarter mile and 0-60 calculators.

- In 2018 Built a music streaming website with four other group members using the Napster API, HTML, JavaScript, PHP and MySQL.

Technical Skills

Programming Languages: Java, C++, HTML, CSS, PowerShell Scripting
Programs: Eclipse, Visual Studio, GitHub, Android Studio
Operating Systems: Windows, Linux, Mac OS X

Courses

Parallel Computing, Computing Theory, DB Management Systems, Algorithms, Assembly Language

WORK EXPERIENCE

Digital Media Intern
University of the Pacific Digital Media Technology Services   May 2016 – January 2017
Stockton, CA   September 2017 – January 2018

- Created an asset inventory program from scratch using PowerShell, Excel, and SharePoint. The program reports on over 5000 assets such as Switches, Servers, and AV Equipment

- Migrated and developed a new file structure from a local server to Microsoft SharePoint

- Provided technology support to university faculty and staff and gained experience using IT ticketing systems, including ServiceNow

- Collaborated with outside vendors and organized events, including live streaming events for the UOP President and Provost

- Facilitated a team tabletop exercise to increase emergency preparedness

- Built, installed, and provided support for Crestron classroom technology systems