

Dylan Rothbauer

[GitHub](#) [LinkedIn](#)

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OBJECTIVE

Software development student with a passion for learning, innovation, and technology. Looking to utilize my experience as a **strong programmer** and **team leader** in a collaborative software development internship.

EDUCATION

University of Wisconsin - Stout (Menomonie, WI)

Bachelor of Science in Computer Science

3.9 GPA

Sep 2021 - Present

Expected May 2026

TECHNICAL SKILLS

Languages : C++, Java, SQL, HTML, CSS, PHP

Databases : MySQL

Dev Tools : Git, Github, Visual Studio, VScode, Eclipse, Unity, Trello

RELATED COURSEWORK

- **Computer Science** : Data Structures, Algorithms, Software Engineering Principles, Database Systems, Web & Internet Programming
- **Mathematics** : Calculus, Trigonometry, Algebra

EXPERIENCE

Assistant Store Leader

Kwik Trip

Oct 2020 – Present

Eau Claire, Wisconsin

- Trained new hires in company policies, product knowledge, and customer service, resulting in consistent and exceptional customer experiences
- Proactively addressed customer concerns and resolved issues, maintaining a 98% customer satisfaction rate
- Led a team of 32 employees, fostering a positive and collaborative work environment that resulted in exceeding our food budget goals

Assistant Manager

QuikTrip

Oct 2017 – Sep 2020

Charlotte, North Carolina

- Assisted in managing daily store operations, overseeing a team of 21 employees and ensuring seamless workflow
- Assumed leadership responsibilities in the absence of the Store Manager, ensuring continuity of operations and maintaining high standards
- Resolved difficult performance issues with professionalism, fairness, and consistency and issued discipline when necessary

PROJECTS

Game of Life

C++, Visual Studio

[Source Code](#)

- Developed a C++ implementation of Conway's Game of Life, a cellular automation that simulates the evolution of cell patterns based on simple rules
- Implemented a grid-based simulation with user-defined dimensions
- Ensured boundary conditions were handled correctly

Server Requests

C++, Visual Studio

[Source Code](#)

- Designed and developed a versatile server request simulation program to optimize request handling and resource allocation in real-time
- Dynamically switched between queue and stack data structures based on request processing times, ensuring efficient resource utilization
- Reduced server response times and improved overall system efficiency