Elliotte Wideman

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Summary

Beginner software engineering graduate student at Kennesaw State University with hands-on experience from academic projects and a Graduate Research Assistantship **focused on Extended Reality (XR)**. Familiar with Python, JavaScript, SQL, and Java at an introductory level. Comfortable using Git, collaborating in teams, and following structured software development processes. Motivated to learn tools and frameworks such as React, Flask, and ETL workflows while contributing to real-world projects in a collaborative IT environment.

Education

Master of Science, Software Engineering	Kennesaw State University, Marietta, GA	2024 – 2026
	• Relevant Coursework: Algorithms, Web Applications, Database Management, Software Development	
Graduate Certificate, Software Engineering Foundations	Kennesaw State University, Marietta, GA	2023 – 2024
	• GPA: 3.0	
	• Learned Java, web development basics, and data structures	
Bachelor of Arts, Digital Communication and Media/Multimedia	American Intercontinental University, Atlanta, GA	2022

Technical Skills

Languages: Python (beginner), JavaScript (beginner), SQL (beginner), Java, C, HTML5, CSS3
Frameworks & Tools: Git, GitHub, Bitbucket, Firebase, Visual Studio Code, WordPress (basic)
Databases: Firebase Realtime Database, Basic SQL
Concepts: MVC (introductory), REST APIs (introductory), JSON, XML, debugging basics
Other Tools: Postman, Microsoft 365, Unity (XR projects)

Experience

Graduate Research Assistant — Extended Reality (XR)   Aug 2024 – Present
Kennesaw State University, Marietta, GA

- Developed learning materials and labs that introduce AR/VR/MR concepts across the SDLC (requirements, architecture, testing, deployment) using Unity.
- Built small XR prototypes (Unity XR Interaction Toolkit) with basic interactions, scene optimization, and asset integration; documented setup for student use.
- Supported research and instruction for immersive experiences; coordinated Git-based handouts and JSON-driven content examples.

Audio Engineer — Freelance   2023 – Present
Atlanta, GA

- Record, edit, and mix podcasts, voiceovers, and music sessions in a home studio using Pro Tools.
- Clean dialogue (noise reduction, EQ, compression) and deliver final mixes to client specs.
- Coordinate with creators for sync/revisions and manage timelines from brief to delivery.

Manager / Audio Engineer   Jan 2022 – Dec 2023
StreamCut Media, Atlanta, GA

- Ran recording sessions and engineered vocals; edited and mixed content for clients and in-house projects.
- Scheduled sessions, maintained studio gear, and implemented basic session templates and file organization.
- Trained interns/assistants on session setup, mic technique, and Pro Tools workflow.

Audio Intern   Nov 2019 – Mar 2020; 2021
StreamCut Media, Atlanta, GA

- Assisted with session setup, cabling, mic placement, and DAW prep; handled exports and session notes.
- Learned Pro Tools fundamentals and signal flow; supported basic editing under engineer supervision.
- Activity paused during 2020 due to COVID-19; returned in 2021 prior to promotion in 2022.

Media Production Assistant   Oct 2019 – Nov 2019
American InterContinental University, Atlanta, GA

- Helped students check in/out cameras, audio kits, and lighting for class and project assignments.
- Supported school productions: videography, basic editing, and on-set assistance.
- Loaded/unloaded gear and maintained inventory readiness for classrooms and events.

Projects

Human Resources Event Calendar System – KSU SWE 6623
Created a secure intranet calendar app using Firebase and JavaScript. Added real-time updates and simple authentication features. Used Git for version control.

UBID Online Auction System – KSU SWE 6613
Helped build an online auction platform with item listings, bidding, and reporting. Contributed to database setup and basic front-end features.

Smart Home Automation System – Requirements Engineering – KSU SWE 6613
Worked on requirements gathering for a smart device integration platform. Helped create diagrams and documents to explain system features.

Certifications

HTML, CSS, JavaScript for Web Developers – Johns Hopkins University (2023)
Java – W3Schools (2023)
Learn Java Basics – Programiz (2023)