SOFTWARE DEVELOPER

Ian Dircks

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RESUME OBJECTIVE

- Individual with ability to follow established procedures and work under little or no supervision. Looking to obtain an internship as a software developer, offering technical expertise in programming analysis, application analysis, and design. Possess strong ability to develop application using C#, C++, and Java based tools.
- Innovative team player with a passion for continuous learning and a background in Object-Oriented programming.

SKILLS

C#	React	C++	Java	Windows & MacOS
Teamwork	HTML5/CSS3/JS	Typescript	SQL	Critical thinking

EXPERIENCE

Crash-Site: Conquest (Video game)

Happy turtle productions / Shoreview, MN / September 2017 - Present

- Uses Unity game engine.
- Utilizes C# to program communication with game servers as well as 10+ APIs numerous SDKs to make the game function.
- Hosting game server and website on a windows server machine. The website uses HTML5 and some PHP and SQL to communicate with the database to store player data.

Robot Programmer

Mounds View High School robotics team / Arden hills, MN / December 2017 – March 2019

- Used Java to program a robot during autonomous and Teleoperator phases during a competition.
- Competition used First robotics java library to communicate with Robot computer (NI roboRIO).

Software Development Internship

Nextek / Shoreview, MN / June 2021 – August 2021

- Utilized typescript to create a react web app that helps product owners and business analysts keep their clients up to date on the products they use.
- Worked with a team using the DevOps methodology to develop the application fast and efficiently.

EDUCATION

B.S. COMPUTER SCIENCE (In Progress)

University of Wisconsin – Eau Claire / 2024

Relevant Coursework:

- Web and Internet Programing (PHP)
- Database systems (SQL)