

# Joel Battsek

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## OBJECTIVE

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Seeking a full-time position as a software engineer

## EDUCATION

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### University of Michigan

Ann Arbor, MI

Bachelor of Science in Computer Science

April 2017

GPA: 3.5/4.0

Relevant Coursework: Data Structures and Algorithms, Programming and Introductory Data Structures, Introduction to Operating Systems, Game Design & Implementation, Introduction to Computer Security

### Eta Kappa Nu (HKN) Electrical Engineering and Computer Science Honors Society

*Selected due to academic performance in the top third of University of Michigan computer science students*

## EXPERIENCE

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### University of Michigan

Ann Arbor, MI

*Instructional Aide for EECS 183 (Elementary Programming Concepts)*

September 2015 - Present

- Plan and teach a weekly discussion section to approximately twenty students to clarify and expand on new programming concepts
- Collaborate on a team of four to prepare project specifications, test cases, and solutions
- Hold four weekly office hours to provide one-on-one assistance to students working on projects, homework assignments, and new material
- Lead a team responsible for facilitating one of four final project options selected by students

### Epic Systems

Madison, WI

*Software Development Intern*

May 2016 - August 2016

- Designed and developed a natural language processing application for retrieving data from plain text using Apache Spark and Python
- Collaborated with an intern partner and full time employees to implement a user-friendly platform for the project
- Presented multiple weekly progress updates to relevant departments and the team lead to ensure deadlines were met
- Presented a final showcase of the project to over one hundred interns and employees to demonstrate its functionality and implementation

### Brodsky Organization

New York, NY

*Inspector*

June 2015 - August 2015

- Individually inspected company properties in New York City for violations of safety regulations
- Managed complex customer relations by interacting with apartment tenants on a daily basis

## PROJECTS

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### Legend of Zelda Replica

Ann Arbor, MI

*Team member*

September 2016

- Created a fully playable recreation of a level of the original Legend of Zelda using C# and Unity
- Designed and implemented a custom game mode and level to create a unique spin on the classic game

### RegoTrade Startup

Ann Arbor, MI

*Chief Technology Officer*

October 2015

- Designed and developed a homepage and registration page for an e-commerce startup
- Responsible for all creative decisions regarding page layout and the presentation of business information

## SKILLS

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Platforms: Mac OS, Red Hat Linux, Windows Operating Systems

Languages: C++, C, C#, Python

Applications: Microsoft Office, Sublime, Xcode, Git, Unity