

WORK EXPERIENCE

Developer Intern. Cambria; Belle Plaine, Minnesota | May - August 2024

- Developed a full-stack capstone project to fulfill a long-requested business need and deployed it to the manufacturing line
- Integrated capstone project with a large existing codebase while working within a testing and deployment pipeline
- Used ASP.NET to develop the backend API with an AngularJS frontend
- Built Oracle APEX applications to modernize and streamline business processes to meet requirements of key users
- Utilized Agile Methodologies and Jira across two development teams

User Services Assistant. Gustavus Adolphus College; St. Peter, Minnesota | May - August 2023

- Provided technical assistance and support which included training and problem solving for queries regarding hardware, software, the campus network, user accounts, and email
- Special project: developed scripts in Python to streamline allocation and deallocation of hardware assets, then converted the scripts into PHP to allow use by other team members
- Worked closely with fellow consulting assistants and full time staff to resolve queries
- Monitored ticket management database and responded to assigned tickets

Technology Intern. Saint Peter Public Schools; St. Peter, Minnesota | May - August 2022

- Labeled and distributed devices to classrooms across four school buildings
- Configured accounts and applications for students, including Apple and Google accounts

TECHNICAL SKILLS AND PROJECTS

Programming

- Substantial programming experience in Python, Java, and Javascript
- Experience in C, C++, C#, PHP, SQL, and web development (Vue, HTML, CSS)
- Able to quickly learn new skills, languages, and technologies

Sales and Inventory Tracker

- Programmed website to track item sales for local Boy Scout troop fundraiser
- Implemented using Vue.js frontend with Node.js backend
- Used PostgreSQL database for inventory tracking and sale records
- Created administrator interface to view total sales and transfer inventory
- Integrated system with three different payment types for scouts to use when selling

Robotics Team Member

- Programmer and electrician for FIRST Robotics Team
- Used Java for real-time control of robotic mechanisms
- Utilized Raspberry Pi computer vision to automate tracking of goal location

Business Utilities

- Created Python tools, including a room schedule visualizer for a college and animation preview/file backup programs to streamline a client's workflow.

Miscellaneous Projects

- Created an online multiplayer game that is played locally and globally
- Programmed artificial intelligence simulations for pathfinding and control
- Used C with Arduino and eZ80 processors to create embedded games

EDUCATION

University of St. Thomas, Junior

Computer Science Major, Spanish Minor | GPA: 3.97 | Studied Abroad in Spain (Fall Semester 2024)