

## 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: 4.0 | Studied Abroad in Spain (Fall Semester 2024)