Minhesota Geusic

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- Entry-Level Software Developer offering 7+ years of non-professional experience in building softwares, websites, and databases. Dedicated, reliable, hard-working and possess a strong foundation in problem solving, mathematics, and logic. As well as knowledge in digital sales and product development, with strong communication and teamwork skills. Passionate about delivering accurate and well-built solutions.

Relevant Skills

- ***Programming/Scripting/Languages:*** Java, C, C#, HTML, CSS, Ocaml, Javascript, Python.
- ***Database Management:*** SQL
- ***Design & IDE Tools:*** Eclipse, Visual Studio, Unity 3D, Android Studio
- ***Systems:*** Windows 8, Windows 10, Windows 11; Mac OS

Work Experience

So I Heard Music — 977 Valley Rd unit i, Gillette, NJ 07933
Front Desk, 2021 to Current

Ensured client's satisfaction and store cleanliness.

- Maintained teachers and clients' schedule, ensured conflict-free appointments while optimizing for maximum efficiency of the company's schedule..
- Provided technical support for clients, ensured customer satisfaction.

HomeGoods — 977 Valley Rd, Gillette, NJ 07933
Associate, 2018 to 2020

Selected to ensure customer happiness and store cleanliness.

- Helped customers with their purchasing choices, ensured customers made optimal purchases and attained customer satisfaction.
- Prepared merchandise for store ready display, and ensured products caught customers' attention to increase store sales.

Education

Rutgers University — New Brunswick, NJ
Bachelor of Science, Computer Science ❖ September 2018 - August 2021 ❖ GPA: 3.557/4.0

- ***Honors:*** Computer Science Department Honors; Dean's List (2019-2020)
- ***Course Highlights:*** Data Structures 1 & 2, Computer Architecture, System Programming, Operating System Design, Internet Technologies, Software methodologies, Compilers.

Projects

RUStore, January 2021

- Created a client-server object storage application, allowing users to store, or take any type of data from the server application. Implemented with simple server and client commands for ease of access on the user side. Project is compatible with small databases. However, plans are made to increase support for larger databases using different storage methods, as well as making server data-persistent.
- Link: https://github.com/minhesotageusic/RUStore

User-Level Memory Management Library, November 2020

- Implemented a user-level page table that translates virtual addresses to physical addresses using a multi-level page table. Provided a custom direct mapped TLB to manage request memory addresses. This library allows users to request any amount of storage space supported by the library or user's system. Improved miss rate by 2% over average TLB implementation.
- Link: https://github.com/ritale99/User-Level-Memory-Management-Library

User-Level Thread Library and Scheduler, September 2020

- Implemented a pure user-level thread library that is closely similar to C's pthread library. Established multi-thread environment allowing each thread to yield, join, and exit the running program. Provided MutEx for each thread and a Shortest Job First scheduler to maintain fair runtime for each thread. Improved runtime performance over pthread library for some tests.
- Link: https://github.com/ritale99/thread-library-and-scheduler

Interest

- Art enthusiast, Building computers, cooking, gaming, building games

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Portfolio

https://minhesotageusic.github.io/portfolio/