

Milan Donhowe: Computer Programmer & Public Speaker

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OBJECTIVE - To utilize technology and communication to solve today's problems.

SKILLS

- The basics of front-end web development: *CSS3, HTML5, JAVASCRIPT*
 - Intermediate Application Programming: *Python 2 & 3*
 - Fundamentals of Game Design/Creation: *Unity 3D & GameMaker Studio*
 - Experience working in teams on projects: *Github*
 - Good public speaking skills: *Speech & Debate Member.*
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VOLUNTEER/WORK EXPERIENCE

FreeGeek, 1731 SE 10th Ave Portland, Oregon 97214 - *Desktop Build*

FALL 2016 - JUNE 2017

- Built desktop computers.
- Quality checked desktop computers.

Chrome Extension For Tracking Time - *Programmer*

AUGUST 2017

- Wrote the majority of the fundamental code for counting time and displaying tracked time in the program.

Platformer Game Made In Gamemaker - *Creator*

DECEMBER 2015 - MAY 2016

- Utilized the Gamemaker engine to make a platformer game.
- [Game can be played at https://MilanDonhowe.github.io/](https://MilanDonhowe.github.io/).

Pigmice Robotics Team, Chairman's Award - *Writer and Presenter*

FALL 2017 - MAY 2018

- Head writer for the Chairman's paper discussing our outreach projects and volunteer services.
 - One of three presenters who informed judges on our team's outreach and community service efforts.
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AWARDS/COMPETITION EXPERIENCE

- **OSAA State Championship 2018** - *Competitor*
 - **OSAA District 13 Tournament 2018** - *Second Place in Memorized Humorous*
 - **Linfield Forensics Tournament 2018** - *Sixth Place in Memorized Humorous*
 - **Spudder Tournament 2017** - *First Place in Novice Expository*
 - **Cleveland High School Verselandia Poetry Slam** - *Competitor*
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EDUCATION

Cleveland High School, 3400 SE 26th Ave, Portland, OR 97202

FALL 2015 - PRESENT

GPA (UNWEIGHTED) : 3.9727