

# Mitchell Brenner

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<https://mitchbrenner.github.io/My-Website> □ [github.com/MitchBrenner](https://github.com/MitchBrenner) □ [linkedin.com/in/mitchell-brenner-124240230](https://www.linkedin.com/in/mitchell-brenner-124240230)

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## EDUCATION

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**University of Wisconsin - Madison (GPA: 3.5)**

May 2024 Anticipated

*B.S. in Computer Science and Data Science*

## TECHNICAL SKILLS

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**Languages:** Java, Python, JavaScript, HTML, CSS, C, R

**Tools:** Git, Linux, Visual Studio

**Courses:** Algorithms, Data Structures, Machine Organization, Data Modeling, Databases, User Interfaces

## PROJECTS

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**Badger Chat Website and App** – <https://github.com/CS571-F23/hw6-MitchBrenner>

- Developed a Full-Stack React Web App with real-time chat, API integration, and responsive design. Implemented user authentication, dynamic navigation, and post management for enhanced interactivity.
- Transformed Badger Chat into a React Native mobile app, showcasing cross-platform development expertise. Integrated secure user authentication for seamless registration, serving more than 300 students.

**Push Up Pong** – <https://github.com/bluepra/PushUpPong>

- Developed a workout game using face-api.js that employs machine learning models to detect and utilize facial movements, specifically the nose, to control the in-game paddle.
- Achieved 2nd place overall and Best Video Game award at UncommonHacks at the University of Chicago.

**Flights Finder**

- Developed a Java application that implements Dijkstra's shortest path algorithm to traverse a graph, utilizing a min heap priority queue with a runtime of  $O(m \log n)$ .
- The application enables users to find the shortest path and its cost between two airports.

**Bioinformatics DNA Transcription**

- Developed a Java application that implements a linked queue data structure to process DNA strings into mRNA and subsequently translate them into amino acids.

**Computer Vision Snake Game**

- Designed a Python computer vision application that recreates the popular Snake.io game.
- Implemented hand tracking with OpenCV and rendered the interactive graphical interface using PyGame.

**Personal Website** – <https://mitchbrenner.github.io/My-Website>

- Developed and launched a website using HTML, CSS, JavaScript, and other libraries.
- Serves as a portfolio to showcase my personal projects.

## WORK EXPERIENCE

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**Buffalo Wild Wings**

May 2023 – Present

*Bartender, Server, Cashier*

*Madison, WI*

- Mastered multitasking, handling bartending, serving, and cashier responsibilities with little supervision.
- Kept the bar area safe, clean, and well-stocked throughout each working shift.

**Sunnydaze Decor**

May 2020 – Aug 2021

*Warehouse Package Handler - Seasonal*

*Eau Claire, WI*

- Performed all warehouse duties including picking, packing, and labeling packages at an efficient rate.
- Loaded, unloaded, and counted packages while following company guidelines.

## OTHER INTERESTS

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- Soccer, snowboarding, weight training, hiking, camping, and reading.