

Noah Blume

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Objective

Acquire a summer 2017 software developer internship

Education

Georgia Institute of Technology, Atlanta, GA

- Degree Pursued: Bachelor of Science in Computer Science

August 2016 – Present

Expected Graduation: May 2020

Helias High School, Jefferson City, MO

- GPA: 4.0/4.0 (Unweighted)
- National Merit Finalist

August 2012 – May 2016

Projects

Unity3D Games (Co-developed)

- Blocks and Balls: Unblocked (iOS and Android) April 2016
- Procedurally Generated 2D Platformer (48 Hour Game Development Challenge) November 2015
- Blocks and Balls (iOS and Android) July 2015

Website (Co-developed)

- Onyxgames.net July 2015

Leadership & Activities

Robotics Club (Chair of Programming Team 2015 - 2016)

September 2013 – May 2016

- Participated in FIRST Robotics Competitions (2015 - 2016)

Track & Field

January 2013 – May 2016

- High jumped at varsity track meets and went to districts (2013 – 2016)

Academic Team

September 2012 – May 2016

- Had 2 teams qualify for Quiz Bowl Nationals (2016)

Computer Science Club (President 2015)

October 2013 – December 2015

- Learned the basics of HTML and CSS (2013)
- Developed a basic transaction tracking application for a teacher to use in class (2015)

Work Experience

Technology Services Organization Helpdesk at Georgia Tech, Atlanta, GA

August 2016 – Present

Technical Assistant

- Assist customers with requests for help in the operation of computer systems
- Provide assistance with virus detection and clean-up, email clients, and security applications
- Install hardware and software

Goodrich Capital 8 Theater, Jefferson City, MO

May 2015 – August 2015

- Assisted customers if they had any questions regarding movies or show times
- Took ticket stubs from customers and directed them to the proper auditorium
- Cleaned theaters and managed disposal of trash after movie showings

Skills

Languages: Python, HTML, CSS, C#, Java

Applications: Unity3D, Photoshop, Illustrator, Visual Studio

Operating Systems: Windows, Linux