

NOAH MEWES

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OBJECTIVE

A position in the field of Computer Science

EDUCATION

University of Minnesota Duluth UMD

Bachelor of Arts May 2020 Major: **Computer Science** Minor: **Marketing**

Coursework: Computer Science 1-2, Software Analysis and Design, Computer Organization and Architecture, Discrete, Structures, Software Engineering, Database Management Systems

TECHNICAL SKILLS

Programming Languages: C++, C#, Java, Javascript, SQL, Node.js, HTML 5, MongoDB, Rest API, Python

Other Skills: Adobe Suite, Microsoft Excel, Agile Development, Unity 3D

RELATED EXPERIENCE

Intern Undergraduate 2, Dell, Summer 2019

- Wrote end-to-end integration tests for Dell's Phone Home Service using Typescript and Node.js
- Used REST API and SQL to connect the service's frontend webpage to the backend
- Fixed existing bugs found in Phone Home using C#

PROJECTS

Personal Portfolio Website, 2020

- Personal portfolio website made to showcase my personal projects and resume
- Developed using HTML 5, Javascript and hosted on Github Pages

UMD Alive, 2019

- Android app created with a group of other students using Agile Development
- Developed with Android Studio, Java, Firebase, and MongoDB

Blocky Bounce, iOS Game, 2018

- Developed using Unity 3D, and written in C#
- Published on the iOS App Store

ADDITIONAL EXPERIENCE

Barista, Starbucks, Summer 2020 - Present

- Prepared drinks according to recipes and followed proper safety and sanitation procedures

Barista, Yellow Bike Coffee, Oct 2019 – March 2020

- Prepared and served food and drinks in accordance with health codes and café standards.

Finishing Department, Designed Cabinets, May 2018 - Aug 2018

- Worked as part of a group to sand, prime, and paint cabinets

ACTIVITIES

Officer, Super Smash Brothers Club, UMD, 2018-2019