Oliver Kramer

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Skills

Technical Skills

- Programming Languages: Java, Python, HTML, CSS, JavaScript, C, C++, Android (Java), Arduino (C++), Assembly Language (NIOS)
- Operating Systems: MacOSX, Windows, Linux, Raspberry Pi OS
- Integrated Development Environments: VSCode, JetBrains Suite, Arduino IDE
- Concepts: Object Oriented Programming, Data Structures, Algorithms, Front-End Development, 3D-Printing, Robotics, Agile Development, SCRUM
- Software: MS Suite, Fusion 360, SolidWorks, Git, Bitbucket

Experience

Ultimate Coders – *Programming Instructor – May 1 to August 20, 2022*

- Individually managed an instruction facility along with 1-2 employees, providing support for other instructors by giving lesson plans along with advice for the team.
- My efforts improved customer experience, exhibited by my nearly 90% rate of success for bringing new students into the program from a trial class.
- Taught children ages 4 to 18 basics of Scratch, Python, HTML, CSS, JavaScript, and Arduino (C++), developing my ability to convey complex programming concepts. Resulted in numerous compliments from parents.

Next Generation of Medical Simulation Hackathon – *Unity Development, VR Development – March 5 to March 6, 2022*

- Conceptualized and developed a VR phlebotomy simulation to aid in healthcare training.
- Learned the basics of Unity development software and led a team of 4 in the design, development, and presentation of the software. Kept the team on track in order to complete both the application and presentation in less than 24 hours.

Software Internship – *Server Management, Web Design, Mechatronics – May 2021 to September 2021*

- Learned how to manage a Linux based server system, responsible for consolidating files from multiple computers on a network and developed a working prototype for network file transfer in two weeks.
- Learned HTML, CSS, JavaScript, and React and built a GUI for the Linux system in less than a month.

Module Two Design Team – *Queen's University – January 2021 to April 2021*

- Designed the program along with the circuitry for a visual light communication device for the Queen's Space Engineering Team (QSET).
- Built upon skills within a team such as communication, giving criticism, and managing disagreements. Resulting in improved group evaluations throughout the duration of the project.

Education and Certifications

Bachelor of Applied Science – *Computer Engineering – Queen's University*
Expected to graduate in 2024.
Relevant courses to date include:

- Introduction to Programming
- Digital Systems
- Fundamentals of Info Structures
- Introduction to Object Oriented Programming
- Computer Architecture
- Mechatronics Project
- Microprocessor Interfacing and Embedded Systems
- Fundamentals of Software Development
- Algorithms I
- Operating Systems

OSSD – *St. Michael's Secondary School, Bolton ON*
Graduated June 2020 with an average of 95% overall. Achieved the highest grade in computer science as well as achieving an average of 90% or above for the entirety of my time there. Relevant courses include: 3 years of Computer Science.

Dean's Scholar – *Queen's University, Kingston ON – 2021-2022 Academic Session*
Achieved a GPA of over 3.5 for both my fall and winter semester during my second year at Queen's University.

Relevant Extracurricular Activities

Queen's Web Development Club (QWeb) – *Queen's University – September 2022 to Present*

- A member of the web development club at Queen's. Expected to develop a client project on a team of 4-5 other members in the winter term.