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, Microsoft Visual Studio, JetBrains Suite
* Concepts: Object Oriented Programming, Data Structures, Algorithms, Front-End Development, 3D-Printing, Robotics, Agile Development, SCRUM
* Software: MS Suite, Fusion 360, SolidWorks, Git, Bitbucket

**Soft Skills**

* Leadership, Time Management, Critical Thinking, Communication, Organization, Problem Solving, Independence, Self-Motivation, Perseverance, Efficiency

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 Data 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

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.

**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.