# Jeffrey A. Booher-Kaeding

# booherkj@sonoma.edu kaeding.io (408) 823-9182

### Education:

Junior at Sonoma State University, Rohnert Park, CA. Expected graduation: May 2018
 Bachelor of Science in Computer Science
 Minor in Electrical Engineering

#### Selected Courses:

- Data Structures
- Database Management System Design
- Software Design and Development
- Computer Architecture
- Fundamentals of Digital Logic and Design
- Artificial Intelligence

### Skills:

- **Programing Languages:** C++, Python, MySQL, Java
- Tools: Unix, Linux, Git, Vim, GDB, Android Studio, Pycharm, Arduino, Assembly

### Projects:

- Programmed a biometric bike lock prototype that took 2<sup>nd</sup> place at the North Bay Make-A-Thon using Arduino C/C++ and third party hardware/supporting libraries.
- Developed the interface for a Settlers of Catan board game on Android using Java and XML.
- Developed a Makefile utility in C++ for use on Unix platforms.

## Employment:

#### Sonoma State University

Rohnert Park, CA.

• Community Service Advisor

August - May, 2015-2016

Worked in a team reliant environment to develop and implement social programs for university students. Supervised residence in campus housing and responded to crisis.

• Computer Lab Assistant

January - May, 2015

Maintained a custom key card login system. Identified/solved software and hardware issues.

Internship with Department of Engineering Science

Built sensor based embedded system prototypes for maintaining was

January - May, 2015

Built sensor based embedded system prototypes for maintaining washing machines in campus residential halls and developed software for user and system interaction.

### City Of Campbell

Campbell, CA.

• Leader 1-3

June - August, 2011-2015

Developed and implemented programs with focus on social and personal growth in children. Communicated with parents, and staff. Supervised a group of leaders, resolved safety concerns.

## Community:

• Santa Clara County Office of Education

2010-2015

Special Education volunteer in classrooms, Special Games, seasonal events. Engaged with students age 3-22 under direction of teachers and staff.