



Eli Newlin
Iowa State University
Computer Science BS

📞 708-267-9122
✉ elinewlin@gmail.com
✉ newlin18@iastate.edu

EDUCATION

•Iowa State University

2024

-Senior Year **Computer Science** Student (Graduating May 2025)
-Minor in **Cybersecurity**

EXPERIENCE

•SoilSerdem

9/2023-Current

Full Stack Developer Intern

Ames, Iowa

- Taking an active role in development on an **NextJS** + **ExpressJS** webapp that allows farmers to look at their data in a new way
- Worked with management to **establish deadlines** and set expectations for progress
- **Worked with data scientists** to deploy analysis tools and provide access to users
- Minimized unnecessary expenses and ensure a **low-latency product**

•Big Data In A Box Solutions LLC

11/2021-9/2023

Intern

Ames, Iowa

- Created an **SQL database using Azure Web Services** to store user information
- Constructed a functioning serverless **Rest API** using python and Azure Functions
- Integrated OpenAI functions and created a serverless backend with Azure to power an Angular frontend

PERSONAL PROJECTS

•News++

06/2024-CUR

A blog where I can write down thoughts about common development practices

- Tools & technologies used: **Astro, CSS, JSX, Markdown**
- I am deeply interested in learning new languages and frameworks. Therefore, creating a project like this allowed me to experiment with Astro and determine differences between other frameworks I have used in the past

•SCP Database

04/10/2023 - 04/17/2023

Created A C++ based TUI to look through a website in a fun way

- Tools & technologies used: **C++, libxml2, curses**
- I've seen many games use a ncurses like system to world-build and while I did not create a world of my own, I created a way to explore the SCP world in a fun and semi creepy way

•Poke327

01/24/2023 - 04/03/2023

Created a ncurses pokemon game with map generation, NPC's, and battle!

- Tools & technologies used: **Curses, C++, C, CSV**
- This project was a part of my advanced programming techniques class. With our game being added to as the semester goes on, while the semester ended before the game was finished. I implemented a battle system, npcs, and map generation.

TECHNICAL SKILLS AND INTERESTS

Languages: Python, Java, CSS/HTML, Javascript/Typescript, C/C++

Developer Tools: Postman, Azure, AWS, Git

Frameworks: ReactJS, Astro, NextJS, Flask

Cloud/Databases: Azure, AWS, Microsoft SQL, SQLite, MongoDB, MariaDB/MySQL

Soft Skills: Communication, Team Work, Leadership

Coursework: Data Structures, Algorithms, low-level programs

Areas of Interest: Web apps, Open Source, Linux