

Robert Penrod

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EDUCATION

The University of Toledo - (GPA 3.75)

Bachelor of Science in Computer Science and Engineering

Aug. 2016 - Aug. 2022
Toledo, OH

SKILLS

Languages: C#, Java, HTML, CSS, SQL, JavaScript, Python, C

Frameworks/Tools: React, ASP.NET, Postman, NodeJS, SSMS, Git, Jira, Unity, Blender, Tableau

EXPERIENCE

Think Round

Lead Unity Developer - (Unity, C#, Figma)

March 2024 - July 2024
Seattle, WA

- Optimized project code and materials, reducing project size by 70%.
- Communicated with stakeholders and artists to translate ideas into new features and assets.

Nationwide

Junior Java Developer - (Java, MDM, Postman)

Feb. 2023 - March 2024
Columbus, OH

- Documented and troubleshoot MDM software upgrades, streamlining the upgrade process for the development team.
- Developed Postman collections to streamline API testing and improve development efficiency.
- Collaborated with the development team to fix defects and implement new features.

Emerson

Computer Science Co-Op - (SQL, Tableau, VB)

May 2022 - Aug. 2022
Sidney, OH

- Enhanced and updated web pages to display filtered machine data.
- Developed Tableau dashboards that visualize and communicate data, enabling more effective customer solutions.
- Collaborated with cross-functional teams and communicated with senior leaders.

MEDsys

Software Developer Co-Op - (ASP.NET, C#, HTML, SQL, JavaScript)

June 2021 - Aug. 2021
Perrysburg, OH

- Designed, implemented, and extended functionality of existing systems, refactoring where appropriate.
- Worked in an Agile environment using Scrum, managing daily workload and prioritizing tasks.
- Maintained clear communication with team members, stakeholders, and software development manager regarding project status.
- Accurately maintained code in Git source control system, documenting check-ins and merge activities.

University of Toledo

Lab Instructor - (Java)

Jan. 2021 - May 2021
Toledo, OH

- Planned and executed topic review and project demos for lab students.
- Assisted lab students by answering questions and guiding them towards solutions.
- Fostered a collaborative learning environment by prompting students to discuss solution strategies.

PROJECTS

PokéViewer - (React, MantineUI, PokéAPI)

Dec. 2024

- Built search tools using RESTful API, reinforcing frontend and API development skills.

Snowball Fight VR - (VR, Unity, C#)

Dec. 2020

- Developed a virtual reality snowball fight and fort-building holiday experience.
- Built in 4 days using XR Interaction Toolkit, winning 1st place at Holiday VR Jam 2020.

CERTIFICATIONS

Front and Back End Web and Mobile Development - (React, React Native, NodeJS, Express, MongoDB)

2024

Nucamp Bootcamp— 6-month intensive program focused on full-stack development in React

Unity Certified User: VR Developer - (Unity, C#, XR Interaction Toolkit)

2023

Certiport - focus on XR development and interaction design