Robert Penrod

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EDUCATION

The University of Toledo, Toledo, OH

Bachelor of Science: Computer Science and Engineering, GPA 3.75

Relevant Coursework: Object-Oriented Programming, Software Engineering, Linear Data Structures, Non-Linear

Data Structures, Theory of Computation, Computer Architecture, Machine Learning, Artificial Intelligence

Awards & Honors: Dean's List

TECHNICAL SKILLS

Programming Languages: C#, Java, C++, Python

Web Development: HTML, CSS, JavaScript, React, React Native, Bootstrap, NodeJS, ASP.NET

Tools: Git, Microsoft Office, Jira, Postman, Unity, Blender

Database: SQL, SSMS

WORK EXPERIENCE

Nationwide, Columbus, OH

February 2023 - Present

Graduation Date: August 2022

Junior Java Developer (Contracted)

- Document and troubleshoot MDM software upgrade.
- Prepare postman collections for API testing.
- Collaborate with the development team to delegate tasks and share information effectively.

Emerson, Sidney, OH

May 2022 - August 2022

Computer Science Co-Op

- Developed Tableau dashboards to visualize and communicate data to effectively address customer questions and requirements.
- Collaborated with cross-functional teams and communicated with senior leaders.
- Enhanced and updated web pages to display filtered machine data.

MEDsys, Perrysburg, OH

June 2021 - August 2021

Software Developer Co-Op

- 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, Toledo, OH

January 2021 - May 2021

Peer Mentor

- 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.
- Maintained clear communication with instructor and lab students by attending weekly meetings and responding to emails.

ADDITIONAL EXPERIENCE

Nucamp

Fullstack Bootcamp

• Technologies: Bootstrap, React, React Native, NodeJS, Express, MongoDB

Holiday VR Game Jam 2020

Game Jam Project: Snowball Fight VR

 Developed a virtual reality game in four days using Unity, C#, XR Interaction Toolkit, Gimp, and FL Studio

HackCWRU (Case Western Reserve University)

Hackathon Project: Courseflow

- Developed a web application to provide students and advisors with an intuitive visual interface to understand course scheduling.
- Awarded Most Aesthetic Hack.
- Utilized HTML, CSS, and JavaScript for development.