Shawn Michael Linnebach III

3557 Via Bello Court, South Jordan, UT || michael_linnebach08@yahoo.com || (801) 680-8712
Online Resume at: https://linnebach08.github.io/Resume/

Objective: Obtain a CS internship which may lead to a job upon graduation. I would like to work with databases, web and mobile development, or data analysis.

Education

- University of Utah : August 2018 – Present (Expected Winter 2021 Graduation)
  - 86 credits towards B.S. in Computer Science and B.S. in Computer Engineering
  - 4.0/4.0 GPA, Dean's list every semester
- Bingham High School : August 2015 – May 2018
  - High School GED and 61 college credits earned
  - 4.0/4.0 GPA, Rank: 2nd out of 800+ students

Experience

- Teaching Assistant, CS Department - University of Utah : January 2020 – Present
  - TA for a course taught entirely in C using shell for programming. Introduced students to low level concepts such as pointers and memory hierarchy.
  - TA for another course taught entirely in C# using Visual studio. Introduces students to the software development process for creating a large systems.
  - Helped students debug and correct code in office hours.
  - Ran labs explaining and demonstrating class related concepts to students
  - Graded code to ensure it is maintainable in scope and well documented so that a new developer could come in and work with it effectively.

Skills

- Experience in many programming languages: C#, C++, C, JavaScript/HTML /CSS/D3, Java, Verilog, Python, and R.
- Can learn new languages quickly.
- Experience working with databases using MySQL.
- Experience working on team projects and using pair programming for development.

Projects

- Developed a multiplayer TRON game with a team using an FPGA board which ran our own custom designed CPU. Took input using a PS/2 keyboard and displayed the game on a monitor through a VGA cable. (Verilog)
- Designed a multiplayer tank wars game which followed a client server model and MVC structure. (C#)
- Created a robust two-way communication network between Arduino boards which communicated between each other using infrared light. (C++)
- Developed software which supports local saving and loading of spreadsheets. (C #)
- Developed my own audio file format in FFMPEG which could be converted from one type of audio file to ours and back without corruption. (C)