

Seth Cram

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[Portfolio](#) - [Github](#) - [LinkedIn](#)

SKILLS

Languages: C#, Python, MySQL, C++, JavaScript, HTML, CSS

Technologies: .NET, Django, MongoDB, React.js, Node.js, Docker, CD, AWS, Git, Linux

Interpersonal: Excels at learning, communicating, and collaborating in a team setting

WORK HISTORY

Fullstack Software Engineer

May 2022 - August 2022

Micron Technology – Boise, ID

- Spearheaded seamless API patches for a Fortune 500 company following the Agile methodology.
- Containerized a .NET Core API and deployed it to Linux for 24/7 availability.
- Broadcasted essential information through an XML/JSON-based distributed communications system.

Communications Officer

September 2020 - May 2022

University of Idaho – Moscow, ID

- Championed leadership of an engineering group to inspire student interest in STEM fields.
- Established connections with high school teachers and faculty to promote technical education.
- Compellingly conveyed technical concepts to non-technical audiences.

PROJECTS

Reputation Based Writing Platform - [source code](#) - [product](#)

January 2023 - May 2023

- Architected and implemented an innovative website using the MERN stack.
- Constructed a high-speed REST API to interface with a NoSQL database.
- Brought forth a flexible and responsive UI with a novel reputation system.

AI Natural Language Interface to Databases - [source code](#) - [product](#)

August 2022 - May 2023

- Empowered non-technical users with direct database access through a natural language to SQL system.
- Conducted comparative analysis of natural language to SQL systems to discover an optimal solution.
- Improved a powerful ML model and devised a cutting edge UI using React and Node.

Ecommerce Product Matching Website - [source code](#) - [product](#)

January 2022 - May 2022

- Designed and deployed a feature-rich Ecommerce website using full-stack development.
- Developed a relational database ensuring ACID properties and efficient MySQL queries.
- Achieved rapid database access through Django MVC code.

Variable-Perspective Adventure Game - [source code](#) - [product](#)

January 2022 - May 2022

- Established a developer-friendly architecture using design patterns like Interfaces and Bridges.
- Scripted various unit, stress, and boundary tests to ensure the smooth integration of new features.
- Guided a group of six in smashingly successful project expansion following the Agile methodology.

Multiplayer Team-Focussed Game - [source code](#) - [product](#)

September 2020 - December 2022

- Forged a large C# project from the ground up, supporting it with concise documentation.
- Leveraged Photon to network various clients together and enable a cohesive multiplayer experience.
- Automated testing, building, and deployment through effective CI/CD pipelines.

Breakout Variant & Gaming AI - [source code](#) - [product](#)

August 2021 - December 2021

- Crafted a formidable ML model to showcase a modern spinoff of the classic Breakout arcade game.
- Rapidly tailored a reinforcement learning algorithm to achieve a competitive intelligence.
- Efficiently visualized the effects of different training decisions on model performance.

EDUCATION

Bachelor's of Science in Computer Engineering

August 2019 - May 2023

University of Idaho – Moscow, ID

- Magna Cum Laude with a GPA of 3.94