

Seth Cram

Moscow, ID (willing to relocate) - sethcram@gmail.com - (208) 949-9684
<https://sethcram.weebly.com>

SUMMARY

A driven Computer Engineering major excelling at his Senior year in a Bachelor's degree. Proficient in a wide variety of programming languages. Comprehensive understanding of efficient algorithms, data structures and full-stack development. More than capable of producing excellence in a competitive environment.

SKILLS

Languages: C#, Python, SQL, C++, HTML and CSS

Softwares & Tools: .NET, Django, Bootstrap, Docker, OpenShift, Git, CI and Linux & Windows OS

Interpersonal: Excels at pattern recognition, communication and working in a team setting

EDUCATION

Bachelor of Science in Computer Engineering

August 2019 - Expected May 2023

University of Idaho – Moscow, ID

GPA: 3.93

WORK HISTORY

IT Software Engineer

Summer 2022

Micron Technology – Boise, ID

- Followed the Agile software development methodology within a team of 20 developers
- Refactored and deployed a .NET Core web service to OpenShift utilizing Docker
- Trained in Micron's distributed communications system

Communications Officer of the ECE Ambassadors

September 2020 - May 2022

University of Idaho – Moscow, ID

- Networked with High Schools across the Northwest to garner excitement for a career in STEM
- Articulated technical challenges and solutions to non-technical people
- Assisted in leading a group of nearly 30 engineers

PROJECTS

Best Buy Search Web Service - [source code](#) - [product](#)

March - May 2022

Database Systems class

- Leveraged full-stack development to design and deploy a product matching web service
- Used Django, Python, HTML, CSS and Bootstrap to create a modern website

Dungeon Jump Game - [source code](#) - [product](#)

March - May 2022

Software Engineering class

- Scripted a 2D adventure game using C# object oriented design
- Implemented several software design patterns such as Singleton and Bridge
- Led a group of six in project expansion

Unity Self-Study

Summer 2021, 2022

- Wrote class scripts in C# and manufactured multiple CI workflows
- Developed a large project with well-documented code and an automated test suite

TV Show Pseudo-Database

April 2020

Data Structures class

- Articulated a TV Show pseudo-database using my own BST class in C++

COURSES

Software Engineering

January-May 2022

- Wrote C# for game software built in Unity and a variety of unit, stress and boundary tests
- Worked in a team setting following the Agile methodology

Database Systems

January-May 2022

- Instructed regarding Relational Databases, Relational Algebra and SQL
- Wrote MVC code in Python and a variety of SQL queries

System Software

August-December 2021

- Used Python to delve into networking concepts and programming
- Strove to comprehend the capabilities of the Linux command line using various commands

Data Structures

January-May 2020

- Implemented data structures such as lists, queues, stacks, BSTs, heaps and hash tables using C++