

Seth Cram

Moscow, ID (willing to relocate) - sethcram@gmail.com - (208) 949-9684

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

SKILLS

Languages: C#, Python, Java, SQL, C++, C, JavaScript, HTML5, and CSS

Softwares & Tools: .NET, Django, MongoDB, ReactJS, NodeJS, Bootstrap, Docker, CI, OpenShift, Git, and Linux

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

EDUCATION

Bachelor's of Science in Computer Engineering

August 2019 - Expected May 2023

University of Idaho – Moscow, ID

GPA: 3.94

WORK HISTORY

IT Software Engineer

Summer 2022

Micron Technology – Boise, ID

- Followed the Agile software development methodology within a team of 20 developers
- Converted a C# .NET Core Windows command line application into an API running on Linux
- Deployed a Linux API to Red Hat OpenShift utilizing Docker
- Trained in an XML/JSON-based 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

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

January - Expected May 2023

- Designed and implemented a reputation based writing platform using the MERN stack
- Boasted a novel post and user scoring system and flexible UI as a single page application

Database Natural Language Interface - [backend](#) - [frontend](#)

August 2022 - Expected May 2023

- Enabled database access to those without SQL knowledge
- Compared and contrasted several natural language to SQL ML solutions
- Refined a powerful Python API and constructed a cutting edge user interface with React and Node

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

March - May 2022

- Leveraged full-stack development to design and deploy a product matching website
- Designed, normalized, and implemented an SQL database that ensured ACID properties
- Wrote MVC code in Python and a variety of SQL queries
- Applied Django backend, Python, MySQL, HTML, CSS and Bootstrap frontend

2D Adventure Game - [source code](#) - [product](#)

March - May 2022

- Scripted software in C# and a variety of unit, stress and boundary tests
- Implemented several software design patterns such as Singleton and Bridge
- Led a group of six in project expansion following the Agile methodology

Unity Self Study - [source code](#) - [product](#)

September 2020 - December 2022

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

Gaming AI - [source code](#) - [product](#)

August - December 2021

- Created an ML model in Python to show-off a game in demo/inactivity mode
- Deployed reinforcement learning through the ML-Agents library
- Graphed the effects of different training decisions on model progression through Tensorboard