

Seth Cram

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

SKILLS

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

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

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

EDUCATION

Bachelor's of Science in Computer Engineering

August 2019 - May 2023

University of Idaho – Moscow, ID

GPA: 3.94, magna cum laude

WORK HISTORY

Fullstack Software Engineer

May 2022 - August 2022

Micron Technology – Boise, ID

- Produced 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 encourage student excitement in STEM
- Expertly networked with teachers and faculty from High Schools across the Northwest
- Compellingly conveyed technical challenges and solutions to non-technical people

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 novel reputation system with a flexible & responsive UI

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
- Campaigned several natural language to SQL systems against one another to find the optimal solution
- Refined a powerful ML model and devised a cutting edge UI with React & Node

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

January 2022 - May 2022

- Leveraged full-stack development to design and deploy a feature-rich Ecommerce website
- Designed, normalized, and fabricated a relational database that cleverly guaranteed ACID properties
- Achieved rapid database access through Django MVC code and a variety of MySQL queries

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

January 2022 - May 2022

- Established a developer-friendly architecture through design patterns such as 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