

Seth Cram

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

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

SKILLS

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

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

Database Natural Language Interface

August 2022 - Expected May 2023

- Advancing a general natural language to SQL solution
- Allowing database access to those with no SQL knowledge
- Gathering feedback from and interfacing with the client throughout the process

React Portfolio Website - [source code](#) - [product](#)

October 2022

- Created a responsive portfolio website to showcase accomplishments
- Employed ReactJS frontend, JavaScript, HTML and CSS

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

March - May 2022

- Leveraged full-stack development to design and deploy a product matching web service
- 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

Summer 2021, 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

Linux Shell

November 2021

- Programmed a Linux, Bash-syntax compatible shell in C
- Included integral functionality and concurrent processes

Kernel Simulator

September, October 2021

- Utilized queues in C++ to model the movement of processes within a five-state kernel model
- Exploited concurrency in various forms, memory management and OS scheduling