Seth Cram

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Portfolio - Github - LinkedIn

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 fullstack development. More than capable of producing excellence in a competitive environment.

SKILLS

Languages: Python, C#, SQL, C++, C, JS, HTML and CSS
Softwares & Tools: Django, .NET, ReactJS, 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

ML based Natural Language Interfaces to Databases   **August 2022 - Expected May 2023**
Senior Design class
- Advancing a general NLP to SQL solution to allow database access to those with no SQL knowledge
- Gathering requirements 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**
Database Systems class
- 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**
Software Engineering class
- Scripted game 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 CI workflows
- Developed a large project with well-documented code and an automated test suite

Linux Shell   **November 2021**
Operating Systems class
- Programmed a Linux, Bash-syntax compatible shell in C
- Included integral functionality and concurrent processes

Kernel Simulator   **September, October 2021**
Operating Systems class
- 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