Shelton Bumhe

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EDUCATION

University of Nebraska–Lincoln   Lincoln, NE
Bachelor of Science, Computer Science   *Expected May 2027*

SKILLS

Languages: Python, C#, Java, SQL, JavaScript, C/C++
Frameworks/Libs: ASP.NET Core, EF Core, xUnit, JUnit, pandas, NumPy, scikit-learn, XGBoost
Tools/DB: Git, Swagger/OpenAPI, Postman, MySQL, VS Code, Eclipse
Strengths: API design, data modeling (3NF/ACID), testing, performance, clear communication

WORK EXPERIENCE

Thrasher Concrete & Foundation Repair — Lead Installer   *May 2024 – Aug 2024*

- Led a 4-person crew across 18 residential jobs; delivered on time and within scope via tight scheduling and materials coordination.
- Delivered high-quality EverBrace installations and precision finish work (caulking, gutters), achieving a 94% callback-free rate (1 callback across 18 homes).
- Maintained a perfect safety record (0 incidents) over the 3-month period through daily QA checklists; resolved 12 on-site issues within deadlines; recognized as a *Top Performer* for reliability.
- Proactively communicated status and risks with 18 homeowners and PMs, preventing 3 schedule slips across 2 concurrent projects.

Dominion College — Math Tutor   *Feb 2022 – Aug 2023*

- Coached 14 high-school students (algebra & calculus) achieving a 99% pass rate.
- Built targeted practice sets and progress trackers; diagnostics and feedback improved test scores by 12 points on average.

PROJECTS

ECommerce API — Backend REST Platform   *Sep 2025 – Present*

- Shipped a C#/ASP.NET Core REST API with 27 endpoints (products, categories, sales); clear contracts and idempotent routes where appropriate.
- Added pagination, soft delete, and immutable price history for accurate totals/audits; EF Core code-first with validation and global exception handling.
- Cut weekly errors from 7 to 2 and improved p95 latency by 120 ms; published Swagger/OpenAPI and Postman for rapid onboarding.

NFL QB Touchdown Predictor — Game Outcome Model   *Jul 2025 – Present*

- Processed 6 seasons (1,536 games) and engineered 42 features (team rates, opponent context, pressure, red-zone); trained logistic regression & XGBoost.
- Reached 88% accuracy and 0.91 ROC–AUC with holdout and k-fold CV; used SHAP to surface top drivers (red-zone efficiency, pressure, opponent pass defense).
- Deployed a Streamlit app for matchup what-ifs with median inference latency 0.4 s.

Invoice Management System — OO Billing Application   *Jan 2024 – May 2024*

- Migrated reports from CSV $\rightarrow$ MySQL using a normalized 4-entity (Invoices, Companies, Items, People) schema; enforced FK/UNIQUE/NOT NULL/CHECK constraints to eliminate orphan rows and duplicate People/Items (100%).
- Added BTREE indexes on `invoice_id`, `item_uuid`, `company_id` and switched to prepared statements; reduced full report runtime from 1.2 s $\rightarrow$ 180 ms (85%) with p95 < 200 ms.
- Automated summary & detailed invoice reports for totals/tax verification, cutting month-end close from 4h $\rightarrow$ 45m (81%) and eliminating manual spreadsheet reconciliation errors ($\rightarrow$ 0); delivered ER diagram and migration scripts for repeatable deployments.

INVOLVEMENT

ColorStack — Member
National Society of Black Engineers (NSBE) — Member