Kaden Seeger

IT Assistant

Local to Battle Creek, Michigan (269) 598-2960 k.reg@rootgear.com slicepop.github.io/Portfolio

EXPERIENCE

Western Michigan University, school of medicine — IT Support Team assistant

AUGUST 2022- PRESENT

Duties and job related tasks:

- Installed, configured, and maintained desktops, laptops, printers, and other peripherals using Addigy and Zenworks
- Provided technical support for Microsoft Office and other business applications
- Diagnosed and resolved issues with network connectivity and server performance
- Provided support for audio/visual equipment in conference rooms and classrooms
- Set up and configured new user accounts in Active Directory, email systems, and other related software applications
- Assisted with backup and recovery procedures for critical systems
- Managed and updated computer policies and software deployments using Addigy and Zenworks
- Updated and maintained inventory of hardware and software assets

EDUCATION & RELEVANT SKILLS

Kalamazoo Valley Community College — *Liberal arts*

2020 - PRESENT

Pursuing a Michigan Transfer Agreement degree

Gull Lake High School — *Graduated in* 2022

Graduated with a 3.0 gpa

Certifications & Skills

- C++ Certified Entry-Level Programmer Certificate
- Learned Python in a Linux environment
- Learned Java and XML using Android studio
- Developing my personal game via the Blueprints in Unreal **Programming Logic**
- Web Page Coding with Dreamweaver (CIS 170), Using Dreamweaver to create a website (CIS 207)

SYSTEMS USED

- Ubuntu 18.04 Windows 7, 8, 10, 11 Mac os

INTEGRATED DEVELOPMENT **ENVIRONMENTS USED**

- PvCharm
- Visual Studio
- Visual Studio Code
- Intellii
- CLion
- Arduino IDE
- Android Studio
- Unreal Engine 4
- Unreal Engine 5Dreamweaver

PROGRAMMING LANGUEAGES USED

- C# (1 year)
- C++ (2 years)
- Java (2 years)Python (3 years)
- JavaScript (1 year)

MARKUP LANGUAGES USED

- XML (Extensible Markup Language)
- HTML (HyperText Markup Language)
- CSS (Cascading Style Sheets)

PROJECTS

Game Development

- OSOF
 - Horror game created in in Unreal Engine
 - Player is put into a maze like building with the objective of escaping while a alien looking monster hunts you down

WMed Projects

- Crosstown Project
 - Involved in the setup of around 30 clinical computers

Web Development

- E-Portfolio
 - o <u>slicepop.github.io/Portfolio</u>
- Weather App

 slicepop.github.io/WeatherSite