# **Logan Arnett**

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### **Work Experience**

Sales Associate - Office Depot, Milford Ohio, August 2020 - November 2021

- · Greeted, assisted, and advised customers
- Processed transactions
- Organized products

**Computer Technician Intern** - Xavier University, INTERalliance internship, Cincinnati, Computer Deployment Technician, June 2019 - August 2019.

- Delivered and set up computers
- · Worked with a team to deploy devices across many departments

### **Education**

### **University of Cincinnati**

College of Education, Criminal Justice & Human Services, School of Information Technology Bachelor of Science in Information technology in the Game Design and Simulations track.

Expected Graduation May 2025

#### Classes:

- Programming II (Java)
- Contemporary Programming (C#, Windows Forms, .NET Framework)
- Database I & Database II (SQL)
- Networking I

### **IT Project Experience**

- Competitive Robotics Team (2015 2020), team leader and lead builder. Competed at state championship every year, learned to program, design, 3D model, and build robots to solve a challenge while learning team management skills
- INTERalliance Inventor Career Camp at Xavier University (2018), lead programmer and designer, winning team, (programmed Arduino, 3D modeled and printed prototype)

## **Leadership Involvement**

- Created and led the Video Game Design Club (2016, 2019, 2020), to teach fellow students how to use the Unity game engine
- Scouting U Instructor (2016 2019), taught adult scout leaders how to use Google Apps to improve their troop's organization and communication
- Performed leadership training and did volunteering work in Cub Scouts and Boy Scouts (2008 2019)

## **Technology Skills and Competencies**

- Programming/Markup languages: Python, C#, Java, JavaScript, HTML, CSS, SQL, Lua
- Operating system experience: Windows, Mac OS, Chrome OS, Ubuntu, Linux Mint, and Android
- Game Development software experience: Unity, Gimp, Blender, FL Studio, Visual Studio
- Other technical skills: 3D printing, virtual reality game development, computer building, and video editing