Tristan Pudell-Spatscheck

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Skills

(https://www.linkedin.com/in/TAPS)

Proficient: Java, C#, HTML, CSS, Javascript, MySQL
Moderate: Swift

Experience

Highschool Esports Team Manager, Computer+Robotic Club Officer, and Marching Band Member
2017-2020
- Worked with others in both higher and lower positions to achieve common goals
- Listen to and follow instructions proficiently
- Learned to better myself on my own in order to be more helpful to the group as a whole
- Learned how to explain topics in basic terms to teach others

CS1410, CS2420: (can't share the code because of school policies)
- Learned a lot about the fundamentals of java
- Gained experience both working with partners and alone on a large variety coding assignments

CS3500: (can't share the code because of school policies)
-Learned about the fundamentals of Visual Studio, MySQL, and C#
-Handled basic TCP networking and GUI elements

Projects

(https://github.com/tapscodes)

Watchlist: https://github.com/tapscodes/WatchList
- Program written in java that stores information about shows watched offline
MeMe1.0 and MeMe2.0: https://github.com/tapscodes/MeMe1and2
- Takes an image from a users photo album or camera and allows them to make it into a 'meme' that they can share, and then shows the images edited in both a table and collection view
Pitch Perfect: https://github.com/tapscodes/Pitch-Perfect
- Records audio from user and then changes the pitch when a button is clicked
On The Map: https://github.com/tapscodes/OnTheMap
- User has to login in through udacity.com
- Uses Udacity and Parse API to show locations on a map of (fake) Udacity students. Allows you to click on them to access their website.
Virtual Tourist:https://github.com/tapscodes/VirtualTourist
- Uses persistence to store data after an app closes and allow you to "virtually tour" the world by getting photos from any location that is tapped on.
Speedre: https://github.com/tapscodes/Speedre
- An app developed entirely by me using a couple public APIs that is a game using image recognition to challenge the user to take photos of certain objects as fast as possible. Those times are stored permanently in a list viewable by the user.
WWDC 19 Submission: https://github.com/tapscodes/WWDC19
- 2D game using SpriteKit in Playgrounds where I used online documentation and tutorials to teach myself
App Dev Honors Course Assignments: https://github.com/tapscodes/AppDevH
- Created a variety of different game-like and very small utility applications
- Learned a lot about creating more efficient programs, reading documentation, and commenting

Education

High School Diploma, Randolph High School Sept. 2017 - July. 2020
iOS App Developer Nanodegree, Udacity Sept. 2018 - Jun. 2019
Computer Science BS, University of Utah, Aug. 2020 - Current
EAE Minor, University of Utah, Aug. 2020 - Current

For more information and up to date information visit: https://tristan-alexander.com/