

Tristan Pudell-Spatscheck
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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

Skills

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

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

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:

- Program written in java that stores information about shows watched offline

MeMe1.0 and MeMe2.0:

- 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:

- Records audio from user and then changes the pitch when a button is clicked

On The Map:

- 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:

- 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:

- 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:

- 2D game using SpriteKit in Playgrounds where I used online documentation and tutorials to teach myself

App Dev Honors Course Assignments:

- Created a variety of different game-like and very small utility applications
- Learned a lot about creating more efficient programs, reading documentation, and commenting

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