

# Tristan Pudell-Spatscheck

1701 Student Life Way  
Salt Lake City, UT 84112

[contact@tristan-alexander.com](mailto:contact@tristan-alexander.com)

+1 973-864-0773

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## Skills

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

Proficient: Java/C#

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

***CS1410, and 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

## Projects

( <https://github.com/TristanP-S>)

**Watchlist:** <https://github.com/TristanP-S/WatchList>

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

**MeMe1.0 and MeMe2.0:** <https://github.com/TristanP-S/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/TristanP-S/Pitch-Perfect>

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

**On The Map:** <https://github.com/TristanP-S/OnTheMap>

- User has to login in through [udacity.com](https://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/TristanP-S/VirtualTourist>

- Uses persistence to store data after an app closes and allow you to "virtually tour" the world by getting photos from an location that is tapped on.

**Speedre:** <https://github.com/TristanP-S/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/TristanP-S/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/TristanP-S/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

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