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 Languages: Java, C#, HTML, CSS, Javascript

Moderate Languages: Swift, SQL

Tools: GitHub, Visual Studio Code, Visual Studio 2022, Cloudflare, JavaFX

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
- Learned how to explain topics in basic terms to teach others
- Learned to work as a team in order to accomplish larger goals

Relevant Coursework (can't share any code due to school policy):

-Object-Oriented Programming, Algorithms & Data Sctructures, Software Practice, Models of Computation, Discrete Structures

Public Projects

(https://github.com/tapscodes**)**

Watchlist:

- Program written in java using javafx 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 allows 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 while reading documentation

For more information and up to date information visit: https://tapscodes.github.io/