

TUCKER SAUDE

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Education

Gustavus Adolphus College

B.S. in Computer Science

Fall 2012 - Current

Current GPA: 3.71

Coursework: Introductory Computer Science Courses, Graph Theory, Calculus, Computer Organization, Object Oriented Design, Discrete Calculus, Networking, Algorithms, Database Systems, Operating Systems.

Expected Graduation Date: May - 2016

Employment

Mobile Software Development Intern

Homespotter

Jun 2014 - Sept 2014

Worked with the Homespotter development team creating new implementations and fixing bugs on their multitude of iOS apps. Gained experience working with a large codebase, managing large amounts of apps that depend on the same code and working with others through the use of a Version Control System (Git).

Teacher

Computer Explorers

Jun 2015 - Sept 2015

Taught a myriad of computer courses to kids around the Twin Cities metro. Some classes I taught were HTML/Javascript programming, Minecraft Modding with Java, and Python programming in Minecraft. Gained plenty of experience in leadership, as well as learning how to communicate my thoughts in a clear and concise way.

Skills

Languages: Objective-C, Java, Javascript, Python

IDEs: XCode, Eclipse

VCS: Git VCS

Projects

Alien Beef: An iOS game, made with the Cocos2D framework for Objective-C. It features hand-drawn, spaceship driving aliens who are attempting to abduct beef creatures from fed-up farmers. Watch out for the pitchforks!

Gustie Menu: An iOS app for Gustavus Adolphus College's daily cafeteria menu. The app talks to a node.js backend I wrote which scrapes Gustavus' daily cafeteria menu website, and delivers the menu to the app in JSON format.

Other projects can be found at <http://tuckersaude.com>