

ICARUS PROTOCOL



PROGRAM



DESIGN



DEBUG

ICARUS PROTOCOL

TEAM INVENTORY

INTRODUCTION TO PROGRAMMING INITIATIVE

9.9.22

PREPARED FOR

ED DAVIS
TECHNOLOGY TEACHER
LINCOLN MIDDLE SCHOOL

PREPARED BY

NELSON, COLLIN
UETI, ANNA

ICARUS PROTOCOL

9.9.22

ED DAVIS
TECHNOLOGY TEACHER
LINCOLN MIDDLE SCHOOL

DEAR MR. DAVIS,

OUR TEAM IS EXCITED TO MEET WITH YOU! IN OUR LATER MEETING WE WILL DISCUSS THE DETAILS ABOUT THE ICARUS PROTOCOL GAME AND DEPLOYMENT. THE FOLLOWING PAGES WILL GIVE YOU AN INTRODUCTION TO OUR TEAM MEMBERS AND THEIR SKILLS.

BESTS,

ICARUS PROTOCOL TEAM

ICARUS PROTOCOL



COLLIN NELSON

MAJOR: COMPUTER SCIENCE

HOMETOWN: PULLMAN, WA

EDUCATION

LINCOLN MIDDLE SCHOOL
PULLMAN HIGH SCHOOL
WASHINGTON STATE UNIVERSITY

- DISCRETE STRUCTURES
- SOFTWARE ENGINEERING
- ADVANCED DATA STRUCTURES
- AUTOMATA AND FORMAL LANGUAGES
- 3D DIGITAL ANIMATION
- SOFTWARE DESIGN
- SYSTEMS PROGRAMMING

OTHER INTERESTS

- GAME DEVELOPMENT
- TABLETOP RPGS

WORK EXPERIENCE

SOFTWARE ENGINEERING INTERNSHIP AT
SCHWEITZER ENGINEERING LABORATORIES

WORKED WITH TEAMS TO DEVELOP TOOLS
THAT WILL BE DEPLOYED FOR THE COMPANY

SKILLS

- FLUENT WITH PROGRAMMING IN C, C++, C#, AND PYTHON WITHIN BOTH WINDOWS AND LINUX SYSTEMS
- FLUENT WITH HTML AND CSS
- EXPERIENCED WITH UI DESIGN
- EXPERIENCED WITH PROGRAM ARCHITECTURE DESIGN

ICARUS PROTOCOL

ANNA UETI

MAJOR: COMPUTER SCIENCE
HOMETOWN: PULLMAN, WA



EDUCATION

LINCOLN MIDDLE SCHOOL
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- DISCRETE STRUCTURES
- SOFTWARE ENGINEERING
- ADVANCED DATA STRUCTURES
- AUTOMATA AND FORMAL LANGUAGES
- 3D DIGITAL ANIMATION
- SOFTWARE DESIGN
- SYSTEMS PROGRAMMING

OTHER INTERESTS

- CROCHETING, KNITTING, SEWING
- VIDEO GAMES

WORK EXPERIENCE

SOFTWARE ENGINEERING INTERNSHIP AT
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THAT WILL BE DEPLOYED FOR THE COMPANY

SKILLS

- FLUENT WITH PROGRAMMING IN C, C++, C#, AND PYTHON
- FLUENT WITH SCRIPTING LANGUAGES SUCH AS HTML AND CSS
- EXPERIENCED WITH UI DESIGN