Adam Gunn

asgunn@umich.edu · (312) 385-9382 · Chicago, IL · https://github.com/adamgunn

SUMMARY

Passionate and team-oriented computer science student with an interest in web development. Knowledgeable in building beautiful webpages, as well as collaborating with peers both in and out of a programming environment.

EDUCATION

University of Michigan **Apr. 2024**
Bachelor of Science Engineering, Computer Science *Ann Arbor, MI*
GPA: 3.83 / 4.00

Relevant Coursework

- Data Structures and Algorithms
- Calculus I & II
- Linear Algebra
- General Physics I & II

- Member of Michigan Hackers, a computer science-focused club, as well as the men's club water polo team

SKILLS

- **Technologies:** HTML, CSS, JavaScript, React, C++, Node.JS, MongoDB, Git, MySQL, PHP
- **Other:** Adobe Illustrator & Photoshop, graphic design, Mandarin Chinese (conversational)

EXPERIENCE

Chicago Park District **Jul. 2018 – Aug. 2021**
Seasonal Lifeguard *Chicago, IL*

- Maintained responsibility for the safety of hundreds of swimming patrons at a public pool
- Completed multiple rescues, saving several patrons from potential harm
- Performed regular safety equipment checks, as well as informing patrons on pool safety guidelines
- Coordinated daily schedules and assignments for other lifeguards, ensuring full coverage

PROJECTS

RolyPolly – https://rolypolly.herokuapp.com **Oct. – Nov. 2021**

- Built React web app to create, discuss, and vote on polls in real time, gaining full-stack development experience
- Added option to create polls on music retrieved via the Spotify Web API
- Designed sleek frontend with React, HTML and CSS, enhancing UI skills
- Developed backend with Node.JS, Express, MongoDB, and Web Sockets

Personal website – https://adamgunn.net **Jul. 2021 – present**

- Applied combination of HTML, CSS, and vanilla JavaScript to implement frontend
- Included signup and login functionality using PHP scripts and MySQL database
- Devised two small games coded in JavaScript using DOM and Canvas APIs

Top-down 2D game made in the Godot engine **Sep. 2019 – May 2020**

- Created action shooter level prototype in GDScript with some original art and sprites
- Learned level and game design in collaboration with 3 other team members

Euchre simulation – Programming and Introductory Data Structures **Feb. 2021**

- Engineered C++ program simulating the card game euchre, keeping track of players' hands, scores, and rounds
- Utilized object-oriented programming concepts to represent different ranks and suits, as well as a deck of cards
- Effectuated basic AI opponent to play against in the simulation

Pathfinder algorithm – Data Structures and Algorithms **Sep. 2021**

- Constructed C++ program to find a path through a building using stacks and queues when given a layout input