Adam Gunn

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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: 3.86 / 4.00

Relevant Coursework
- Data Structures and Algorithms
- Calculus I & II
- Linear Algebra
- General Physics I & II
- Intro. To Computer Organization
- Foundations of Computer Science

SKILLS

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

EXPERIENCE

Michigan Hackers   **Dec. 2021 – present**
Web Team Lead   *Ann Arbor, MI*
- Conducted weekly meetings educating members on introductory web development concepts
- Organized team web project for members to individually contribute to

Michigan Men's Club Water Polo   **Dec. 2021 – present**
Web Master   *Ann Arbor, MI*
- Serviced team website to ensure up-to-date information, rosters, and blog posts

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
- 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

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