

# Adam Gunn

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## SUMMARY

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Passionate and team-oriented computer science student with a particular interest in front-end web development.

## EDUCATION

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### University of Michigan

*Bachelor of Science Engineering, Computer Science*

**GPA:** 3.89 / 4.00

**Apr. 2024**

*Ann Arbor, MI*

### Relevant Coursework

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

## SKILLS

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

## EXPERIENCE

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### NCR Corporation

*Software Engineer Intern*

**May – Aug. 2022**

*Atlanta, GA*

- Established new option to pay with Bitcoin on self-checkout machines making use of an external API
- Implemented user interface in C# necessary for Bitcoin transactions, building off the existing UI codebase
- Competed in company hackathon, developing prototype for displaying the carbon footprint of a purchase

### Michigan Hackers

*Web Team Lead*

**Dec. 2021 – present**

*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

*Web Master*

**Dec. 2021 – present**

*Ann Arbor, MI*

- Serviced team website to ensure up-to-date information, rosters, and blog posts

## PROJECTS

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### 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