AUSTIN HOCHHALTER

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EDUCATION

South Dakota State University, Brookings, SD

Bachelor of Science in Computer Science, Minor in Software Engineering (Cumulative GPA: 3.558)

- **Graduation Date:** May 2020
- **Honors:** Dean's List (4 semesters)
- **Activities:** Member and current Vice President of SDSU's Association for Computing Machinery club, CS tutoring

SKILLS AND QUALIFICATIONS

- Languages: *(Proficient)* - **C/C++**, **C#**, **Javascript/Typescript**, **SQL**, **HTML/CSS** *(Familiar)* - **Java**, **Python**, **Assembly**, **Pascal**, **Ada**
- Knowledgeable in **Git** and **Azure DevOps** source control.
- Well-practiced with agile development processes, specifically **SAFe (Scaled Agile Framework)**.
- Adept at creating/modifying **SQL** scripts and stored procedures using **SQL Server Management Studio**.
- Experienced with using **Unity** to code 3D games.
- Skilled with frameworks/technologies such as **ASP.NET Core**, **Angular**, **Ionic**, **Bootstrap**, **Xamarin**, and **Firebase**.

WORK EXPERIENCE

Daktronics, Brookings, SD

Software Developer, September 2018 to Present

- Developing and maintaining production level web applications as a student on IT Software Development teams.
- In a recently completed project, I implemented server-side business logic that validated 3rd party US salary data from an uploaded file. The validation improved data integrity by significantly decreasing the chance of redundant and bad data. Created the necessary tables, scripts, and controllers. Designed the file upload UI.
- Currently on a team developing a new application to manage employee time off. Connected the application to existing time off tables and stored procedures. Recently began implementing the UI, which involves consistent review sessions with users.
- Gaining agile development experience by participating in bi-weekly sprint planning and review meetings.
- Leveraged knowledge in **ASP.NET Core**, **Javascript/Typescript**, **SQL**, **HTML**, **CSS**, **Visual Studio**, **SAFe**, and **Web Development**.

Rise United Media, Brookings, SD

Software Developer, September 2019 to Present

- Helping Rise United develop their mobile focused social media application as a senior design capstone project.
- Designed and implemented views and viewmodels that allow the user to create and upload audio.
- Implemented save functionality to push audio recordings and photos to Azure Blob Storage and other relevant data to a SQL server database.
- Leveraged knowledge in **ASP.NET Core**, **XAML**, **Visual Studio**, **Microsoft Azure**, **Xamarin**, and **Mobile Development**.

South Dakota State University, Brookings, SD

Teacher's Assistant, August 2019 to December 2019

- Helped computer science freshmen learn how to code in SDSU's Intro to Computer Science Lab using Unity to implement a basic game. Involved helping students with their code, but also general college and computer science questions as well.
- Leveraged knowledge in **C#**, **Unity**, and **Visual Studio**.

PROJECTS

Visit https://ahochha.github.io/portfolio for more projects.

Java Compiler, January 2020 to Present

- Currently implementing a compiler using grammar from the Java programming language.
- The compiler reads one character at a time from a source Java program. Once a token is found, it is parsed for correct syntax.
- If the syntax is incorrect, an error message is output to the programmer. If an identifier token is found, the token is added to the compiler's symbol table along with all other relevant data. Work on translation to Assembly code is still in progress.
- Technologies Used: **C#**, **Java**, **Assembly**

Monte Carlo Method, December 2019

- Program estimated the value of PI using the monte carlo method.
- Used OpenMP to calculate PI with multiple parallel threads. The number of threads and samples were provided by the user on the command line. The amount of time to complete the process was tracked and the results were displayed.
- Technologies Used: **C**, **OpenMP**

Assembler, September 2018 to November 2018

- Involved understanding assembly language and low-level programming.
- The assembler consisted of two passes. Pass one parsed symbols from an assembly file. After validation, the symbols were loaded into a symbol table and used to track the program counter. Pass two generated object code and output an object file.
- Technologies Used: **C++, Assembly**