AUSTIN HOCHHALTER

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EDUCATION

South Dakota State University, Brookings, SD

Bachelor of Science in Computer Science, Minor in Software Engineering (Graduated in May 2020)

- Honors: Dean's List (5 semesters)
- Activities: Member and Vice President (1 semester) of SDSU's Association for Computing Machinery club, CS tutoring

SKILLS

- Languages: *(Proficient)* - **C/C++**, **C#**, **TypeScript/JavaScript**, **SQL**, **HTML/CSS** *(Familiar)* - **Java**, **Python**, **Assembly**, **Pascal**, **Ada**
- Project Management: **Git**, **Azure DevOps**, **Visual Studio**, **SQL Server Management Studio**, **SAFe (Scaled Agile Framework)**
- Frameworks/Technologies: **ASP.NET**, **Angular**, **Ionic**, **Xamarin**, **Bootstrap, Firebase**, **Unity**, **Microsoft Azure**

WORK EXPERIENCE

Daktronics, Brookings, SD

Software Engineer, September 2018 to May 2020

- Worked on user interfaces, APIs, unit tests, and stored procedures with other engineers to improve internal processes.
- Achieved 50% reduction in technician response time to issues on the manufacturing floor by implementing an email notification system that was part of a larger manufacturing escalation application.
- Implemented a pay planning application feature used to ensure competitive pay for remote employees by placing them into a percentile based on the average pay for their market and role.
- Designed the validation architecture for a time off management application by using a server-side microservice that ran the validation before submitting entries to the database.
- Collaborated with users by participating in review sessions to ensure application expectations would match reality.
- Consistently innovated by investigating technologies that would provide business value to the current project.
- Gained agile development experience by participating in bi-weekly sprint planning and review meetings.
- Leveraged knowledge in **ASP.NET**, **TypeScript/JavaScript**, **SQL**, **HTML**, **CSS**, **Visual Studio**, **SAFe**, and **Web Development**.

Rise United Media, Brookings, SD

Software Engineer, September 2019 to May 2020

- Worked in a group to develop features in Rise United's application as a senior design capstone project.
- Designed a user interface that allowed the user to listen to audio content from other users.
- Implemented save and update functionalities to push audio recordings and photos to Azure Blob Storage and other relevant data to a SQL server database.
- Leveraged knowledge in **ASP.NET**, **XAML**, **Visual Studio**, **Microsoft Azure**, **Xamarin**, and **Mobile Development**.

South Dakota State University, Brookings, SD

Teacher's Assistant, August 2019 to December 2019

- Helped CS freshmen learn how to code in SDSU's Intro to Computer Science Lab using Unity to implement a basic game.
- Leveraged knowledge in **C#**, **Unity**, and **Visual Studio**.

PROJECTS

Visit https://bit.ly/demos_ahochha for video demos of projects.

Java Compiler, January 2020 to May 2020 **| Github Link:** https://github.com/ahochha/java-compiler

- The compiler implements common grammar used in Java such as classes, functions, simple expressions, and I/O.
- It parses one character at a time from an input Java program comparing the code it finds to what the grammar expects.
- If an issue is found, an error message is output. Otherwise, it outputs a three-address code (TAC) file and an Assembly file.
- Technologies Used: **C#**, **Java**, **Assembly**, **Visual Studio Code**, **Git**

Christmas Cookie Store, November 2019 to December 2019 **| Github Link:** https://github.com/ahochha/christmas-cookie-store

- Built with a heavy focus on the mobile experience and looks.
- Allows the user to select cookies with add-ons, update/remove cookies from the cart, and do a mock checkout.
- Website can be viewed at: https://ahochha.github.io/christmas-cookie-store/
- Technologies Used: **TypeScript/JavaScript**, **HTML**, **CSS/SASS**, **Angular**, **Ionic**, **Visual Studio Code**, **Git**

Monte Carlo Method, December 2019 **| Github Link:** https://github.com/ahochha/monte-carlo-method

- Program estimates the value of PI using the Monte Carlo method.
- It was built to run in a Linux environment and uses OpenMP to calculate PI with multiple parallel threads.
- Technologies Used: **C**, **OpenMP**, **Visual Studio Code**

Assembler, September 2018 to November 2018 **| Github Link:** https://github.com/ahochha/assembler

- The assembler is a multi-pass assembler, meaning data is stored in pass one then used to generate code in pass two.
- It outputs an object file, which can then be used to run the program after it is linked and loaded into memory.
- Technologies Used: **C++**, **Assembly**, **Visual Studio Code**, **Git**