**EDUCATION**

**College of Science and Engineering**, University of Minnesota (UMN) Twin Cities **December 2023**

**Bachelor of Science in Computer Science 3.65 GPA**

**SKILLS** **& CERTIFICATIONS**

**Languages:** Go, OCaml, Python, Java, C/C++, Assembly (x86-64, MIPS), HTML/CSS, JavaScript/React

**Design Skills:** Agile, Scrum, Extreme Programming, Spiral, Waterfall, Sashimi, UML

**Technical Resources:** GitLab, Microsoft Azure, AWS, Kubernetes, Docker, HashiCorp, MongoDB, Power BI, Microsoft 365 Suite

**Certifications:** AZ-900

**RELEVANT WORK EXPERIENCE**

**U.S. Bank Rotational Program,** Hopkins, MN **June 2024**

**Obsolete Data Planning and Analysis,** Hopkins, MN **June 2024 – April 2025**

* Programmed extract, transform, and load (ETL) processes in Python for tracking obsolete technology throughout U.S. Bank
* Programmed APIs and UIs to pull and read data from internal sources
* Engineered a verbose unit and functional testing system for the team including evidence of applications performing as expected
* Lead the onboarding process to a pipeline at U.S. Bank that allowed for efficient and secure deployment of cronjobs, APIs, and UIs
* Utilized a Virtual Machine to create Power BI dashboards on our data stored in MongoDB
* As a team, collaborated on refactoring our data formatting for more user-friendly data interactions

**U.S. Bank Software Engineering Apprentice**, Minneapolis, MN **June** **2023 - June 2024**

* Developed and maintained the Shield Pipeline, a tool for all engineering teams at U.S. Bank to use to build, scan, test, and deploy their applications
* Programmed in Go in an Agile environment involving stand-ups, sprints, and quarterly planning using Jira
* Created unit, functional, and integration tests using YAML files, Dockerfiles, and the built-in Go testing suite
* Coded a command execution filter that automatically masks all secret values from the command output
* Implemented plugin features that utilzing Kubernetes, Rancher, Helm, Azure, AWS, and Mainframe VMs
* Collaborated with team members on creating a new plugin that allowed for Python support in the pipeline
* Created, commented on, and reviewed merge requests of large sizes and various file types

**RELEVANT VOLUNTEER WORK**

**Gemp SWCCG Developer (**<https://gemp.starwarsccg.org/gemp-swccg/>) **January 2024**

* Programmed logic for new cards in Java, HTML, CSS, and JavaScript including in game interactions between the players and other cards
* Frequently audited user feedback to fix bugs in the card logic, as well as develop new quality of life features
* Maintain the cloud servers that contain the domain and subdomains for the various ‘starwarsccg.org’ websites
* Tested changes locally through Docker images and containers
* Onboarded developers with varying amounts of experience for both front end and back end development