ERIN BARTELS

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SUMMARY

Dynamic and innovative professional with a proven track record at Texas A&M Kingsville, specializing in sensor networks and k-coverage problem research. Expert in Java, HTML, and adapting teaching methods to diverse learning styles. Demonstrated ability to lead and engage young learners in technology, significantly enhancing their coding skills through hands-on projects and collaborative research.

EDUCATION

University of Houston

Bachelor's Degree in Computer Science
Expected Graduation Fall 2025

- UH Jiu Jitsu Club Safety OfficerSpring 2025 - present

SKILLS

- C++
- C
- C#
- Java
- Python
- Ruby
- Lua
- JavaScript
- HTML
- C++
- VR dev
- web analytics
- 2D vector

WEBSITE PROJECT

- Website utilized mySql, javascript, php, css, and html to create a website for discourse and updates

- Website allowed for multiple users to have unique logins and posts photos and text

- Website included dynamic graphs that could be updated and changed

PROFESSIONAL EXPERIENCE

Undergraduate Researcher

Texas A&M Kingsville | June 2023 - August 2023

- Researched Sensor Networks regarding the k-coverage problem. Specifically, any given area being k-covered
- Worked Collaboratively with peers to provide solutions to the k-coverage problem.
- Wrote a research paper using LaTeX which was professionally formatted using MLA
- Read through and analyzed professional research papers regarding the k-coverage problem.

Lead Instructor

Coder Kids | September 2022 - December 2022
- Developed a beginner web development course for children that utilized HTML and CSS
- Managed a classroom of children with ages ranging from 5 to 11
- Adapted to children's different learning styles and different levels of knowledge.
- Employed a variety of techniques to provide a dynamic experience that kept the children engaged

Coding Instructor

ID Tech | May 2022 - August 2022

- Taught kids how to program using Java and Lua code for Minecraft and Roblox
- Managed and taught a classroom of 8-10 kids whose ages ranged from 8 to 13
- Used Roblox Studio and Blender to help children create fun and dynamic obbys.