Harrison Juneau

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Education

Bachelor of Science in Computer Science – Software Engineering / December 2024
Louisiana State University – Baton Rouge, Louisiana

Professional Experience

Carpenter / January 2025–Present
Juneau Odenwald Inc. – Metairie, Louisiana

- Read blueprints and constructed, installed, and repaired wood frameworks and fixtures, including cabinetry, trim, and structural components.
- Operated hand and power tools—saws, routers, chisels—for cutting, shaping, and installing materials with precision.
- Collaborated with project managers, tradespeople, and inspectors to maintain code compliance and meet project timelines.

Web Developer / January 2025–Present
Monkey Sauce LLC – Auburn, Alabama

- Collaborated with the client to design and launch a responsive e-Commerce website for BBQ sauce products, increasing online visibility and functionality.
- Integrated secure payment processing through the Authorize.Net API to enable seamless transactions for multiple product sizes and shipping configurations.
- Developed a robust Node.js server-side backend supporting scalable product management, user authentication, and transaction efficiency.

Server Administrator / January 2024–Present
Self-Employed – Baton Rouge, Louisiana

- Installed, configured, and administered server hardware and operating systems, ensuring optimal performance and reliability.
- Implemented security protocols, user account management, and regularly applied OS updates, patches, and backups to maintain compliance and data integrity.
- Monitored server health and resource utilization; troubleshot hardware/software issues to minimize downtime and provide high availability.
- Automated routine maintenance with scripting (PowerShell, Bash, Python), streamlining update and recovery workflows.

Expo / June 2023–August 2023
Another Broken Egg – Baton Rouge, Louisiana

- Acted as kitchen-front liaison, coordinating ticket flow and ensuring that dishes from cooks were plated accurately and served hot.
- Maintained line efficiency, checking portion sizes, food appearance, and timely delivery to guests.
- Communicated closely with servers and kitchen staff to synchronize appetizer and entrée timing and manage quality control.

Sheet Metal Fabricator / May 2018–August 2021
Crescent City Copper – Baton Rouge, Louisiana

- Interpreted engineering blueprints to measure, cut, shape, and assemble sheet metal components using brakes, shears, rollers, and welding equipment.
- Fabricated and installed HVAC ducts, roofing panels, gutters, and copper fittings per project specifications.

- Conducted quality inspections, grinding and smoothing seams, and performed repairs to ensure structural integrity and safety compliance.

Camp Counselor / May–August 2017
Camp Old Hickory – Covington, Louisiana

- Planned, led, and facilitated daily recreational, educational, and team-building activities for children, ensuring safety and engagement.
- Supervised cabin life, managed camper behavior, addressed conflicts, and monitored health/dietary needs.
- Prepared and submitted daily attendance, incident reports, and activity evaluations.

Lifeguard / May–August 2016
Pelican Athletic Club – Mandeville, Louisiana

- Monitored pool and waterfront areas, providing rescue coverage and enforcing safety protocols.
- Taught swim lessons and aquatic skills, planning age-appropriate lesson outlines and drills.
- Inspected equipment and pool facilities daily, performing minor maintenance and removing hazards.

Projects
Catch Keeper (iOS App) / July 2024–Present

- Designed and implemented a SwiftUI-based interface with interactive page flipping and embedded GPS and camera functionality.
- Enabled users to log species, location, and catch details, enhancing tracking and record-keeping of fishing expeditions.
- Developed a reliable local data store for user entries and analytics, supporting offline usage and performance.

Connect 4 AI (Python) / March–May 2024

- Built an AI agent using minimax with alpha-beta pruning to efficiently play Connect 4 against human opponents.
- Utilized NumPy for game logic and Pygame for GUI development, offering a visual, interactive user experience.
- Refined decision-making processes to dynamically adapt strategies based on opponent moves.

ZenScapeVR (Physical Computing + VR) / January–April 2024

- Developed Arduino-based heart rate monitoring integration for adaptive difficulty in VR gameplay.
- Streamlined data communication between hardware and Firebase, improving real-time performance and reliability.
- Contributed to UX design by implementing interactive tasks and distraction mechanisms to support stress-based training goals.

Currency Converter (Java Swing) / May–August 2022

- Created a Java Swing GUI for currency conversion with user-friendly interface design.
- Added a user rating feature to gather feedback and track past ratings, improving usability insights.

Technical Skills

- **Languages:** Java, C++, Python
- **Frameworks & UI:** SwiftUI, Java Swing
- **Web Technologies:** HTML, CSS, JavaScript, Node.js, REST APIs
- **Databases:** SQLite, Firebase Realtime Database
- **Tools:** NumPy, Pygame, Authorize.Net API
- **3D CAD & Modeling:** SolidWorks (parts, assemblies, technical drawings), AutoCAD, 3D modeling/visualization
- **Additive Manufacturing (3D Printing):** rapid prototyping, FDM/SLS processes, CAD-to-print workflow