

# Austin L. Dahl

(715) 892-6753

Chanhassen MN, 55317

<https://www.linkedin.com/in/austindahl/>

[austin.dahl94@gmail.com](mailto:austin.dahl94@gmail.com)

[www.austindahl.com](http://www.austindahl.com)

---

## **Education**

University of Minnesota Twin Cities

Bachelor of Arts Computer Science - 2022

## **Experiences in:**

- React, JavaScript, Node.js, Express.js, JQuery, XML, MySQL, MongoDB, HTML, CSS
- Object oriented programming, C/C++/C#, Python, Git, Unity game engine

## **Work Experience**

### **Resilience Inc. Software Developer Internship**

**2022-April 2023**

- Contributed to front-end web and application development projects for a software development company specializing in digital solutions for mental health providers
- Updated React Native and Expo codebase for Android devices and web pages
- Utilized proficiency in JavaScript, JSX, React Native, Expo, HTML, and CSS to ensure high-quality code
- Collaborated effectively with team members and demonstrated ability to work independently to meet project goals
- Utilized Git source control for version management and collaboration with team members

### **Fairview Southdale Hospital Patient Registration**

**2016-2021**

- Respond efficiently in a fast-paced environment to sudden changes and demands
- Collaborate with nurses and other staff to ensure patient care is not interrupted
- Review and update insurance information for patient care

### **Verizon Wireless Sales Representative**

**2014-2016**

- Spearheaded upselling of top tier products as assistant manager
- One of the top sales representatives in the entire company in 2015
- Engaged with customer support to assist customers for device information and troubleshooting

## **Technical Projects:**

- A web-based Weather application leveraging ReactJS, harnessing the power of useState and useEffect for seamless asynchronous API calls. I employed Bootstrap in conjunction with custom CSS to enhance the design.
- A 2D game using Unity as an engine, utilizing Object Oriented Principles for player movement, level dynamics, and gameplay design.
- A full stack database project for storing user information and contacts. Used HTML, JavaScript, and CSS for client side code, ExpressJS, and NodeJS for backend, and MySQL for storing information in a database. Deployed on AWS EC2 server using ngrok for display.