

# Abigail Whittle

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## EDUCATION

### Oregon State University

Corvallis, OR

*Bachelor of Science in Computer Science | Applied Cybersecurity Option*

Sep 2022 – Jun 2024

- GPA: 4.0
- Relevant Courses: Operating Systems, System Administration, Networking, Computer Architecture and Assembly, Theory of Computation

### Saddleback College

Mission Viejo, CA

*Major in Computer Science*

Jun 2020 – Jun 2022

- GPA: 4.0
- Transfer with 100.5 Credit Hours

## EXPERIENCE

### Student Systems Engineer

Nov 2022 – Present

Open Source Lab

Corvallis, OR

- Managed infrastructure and planned for future growth using Chef.io and OpenStack
- Interacted with the open source community via a ticketing system to troubleshoot and deploy new services
- Reviewed and ensured quality of cookbooks through testing and peer review

### Shift Leader

Jun 2022 – Present

Cafe Yumm

Corvallis, OR

- Led a team of employees, delegating tasks and managing workflow to ensure timely service
- Trained and mentored new employees while fostering a positive team environment

## PROJECTS

### Mario-Inspired Platformer | 6502 Assembly, NES Architecture

Mar 2023 – Present

- GitHub: [github.com/awhittle2/Vivis-Dreamland-Adventure](https://github.com/awhittle2/Vivis-Dreamland-Adventure)
- Programmed around memory restrictions and optimized performance and resource usage
- Implemented game mechanics, physics, collision detection, and designed engaging levels

### Maze Generator and Solver | C++, Data Structures, Algorithms

May 2022 – Jun 2022

- GitHub: [github.com/awhittle2/Maze-Generator-and-Solver](https://github.com/awhittle2/Maze-Generator-and-Solver)
- Created a maze generator/solver using data structures like hash maps and pairs
- Designed and solved mazes with algorithms such as Prim's, Kruskal's, and Dijkstra's

### Benny's Clicker | JavaScript, HTML/CSS, Node.js, Express.js, Handlebars

Nov 2022 – Dec 2022

- GitHub: [github.com/awhittle2/Bennys-Clicker](https://github.com/awhittle2/Bennys-Clicker)
- Developed a full stack website with Express.js, Handlebars, and a JSON database
- Utilized Git and GitHub for source code management and issue tracking

### Interactive NFL Pamphlet | C++, Qt, Agile

Oct 2021 – Dec 2021

- GitHub: [github.com/awhittle2/Interactive-NFL-Pamphlet](https://github.com/awhittle2/Interactive-NFL-Pamphlet)
- Developed a pamphlet with Qt to parse a CSV file and sort the data by user input
- Implemented an agile methodology through role-playing and sprints

## TECHNICAL SKILLS

**Languages:** C++, Python, Ruby, Bash, x86 Assembly, 6502 Assembly, Java, JavaScript, HTML, CSS

**Frameworks:** Node.js, Express.js, Jest, Handlebars, Qt

**Tools:** Git, Linux, VS Code, Visual Studio, Vim, Chef, OpenStack, VMware, NES Architecture