**Bjørn Mathisen**

## 224-622-8543 ◆ thebcm27@gmail.com

I am a Computer Science graduate who has worked in several roles including a software developer, data analyst and a service technician. My previous roles have had me designing software using Python and C# to organize data, handle asynchronous server connections and develop multithreaded applications using a variety of tools and operating systems. I’ve used distros such as Ubuntu, Arch, Mint and Fedora in the development of web servers, databases on private servers or AWS/Digital Ocean. I’ve used other programming languages such C++ and Java to do data cleansing, terrain generation, WebSocket servers and CUDA compilations. In my experience, I have often been thrust into new environments where I have been required to learn programming languages and other technical tasks quickly and efficiently.

**Primary Languages (3 years+):** Python, C#, .Net, C, C++, SQL

**Familiar with (1-2 years)**: Java, MongoDB, JavaScript, PHP, HTML/CSS, Bash

**Some Familiarity**: LISP, Ruby on Rails, Modula-2, 32-bit Assembly, R, Perl

**Tools & Development Methods**: Visual Studio, Git, MVC/MVVM, Unit Testing, Agile Development, Docker, AWS, XML, JSON, XML, WPF

**Certifications**: Comp TIA A+, EMT (IL License 2014-2018)

**Education:** B.S in Computer Science, Principia College 2014-2019

* Wrote a Windows Form in C#/.Net client with a SQL database for school clubs to handle budgeting and administrative needs all hosted on a remote Ubuntu server.
* Wrote a compiler using C#/.Netto compile Modula-2 code into MASM32 assembly.
* Developed a cross-platform desktop chatting application using a custom-made Python UDP server hosted on Ubuntu and accompanying Python GUI capable of handling 65 thousand active connections.
* Debugged programs to strict specifications using unit testing in Java, C++, PHP and C#/.Net for various tasks.
* Worked with a student lead team to construct an 8-bit computer from chips and circuits with custom OP-codes while I lead the EPROM programming team.
* Developed a Python battleship boardgame clone using sprite graphics and PyGame with high scores hosted on a SQL database on a Linux Fedora environment.

**Experience**

**Micro Center**

IT & 1st Tier Support Technician

November 2019 – Present

* Used inhouse issue/customer tracking software to manage inventory, replacements parts and customer repairs.
* Troubleshot network connectivity issues relating to firewalls, software and hardware issues.
* Used command line tools for all troubleshooting in PowerShell, Bash and Linux.

**Martina Carter**

Website Programmer

August 2019 – December 2019 - Contract

* Worked directly with client to design and build a HTML/CSS and PHP custom website
* Designed webpages with JavaScript, HTML and Bootstrap to display customer data.

**Zerma**

Data Analyst/Python Programmer

February 2019 – May 2019 - Contract

* Worked independently to analyze the data organizational problem and independently came up with a viable solution to solve the company’s data storage needs.
* Wrote a Python web crawler using public libraries to extract customer information and format it in XML format.
* Created a RDBMS database hosted on AWS and wrote SQL queries to join and merge the data.
* Used advanced database techniques to remove 100% of the inaccurate information, trimming down the data size from 45k to 17k usable data points.
* Used Microsoft Access, a database integration software, to create a non-technical interactive way for clients to view the data for improved workflow.