

# Blake Schafer

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Junior Developer

GitHub: blakeschafer  
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## SKILLS

<b>Languages</b>	C++, C, HTML, CSS, JavaScript Python, C-Sharp, Assembly
<b>Tools</b>	Unity, Linux, Vim, Solidity, Git, Visual Studio
<b>Software</b>	Davinci Resolve, Photo Shop, Sketch Up, WordPress

## EDUCATION

<b>Bachelors of Science in Computer Science</b> , Oregon State University	Expected Graduation Date: June 2024
<b>Related Course Work</b> , Object Oriented Programming, Discrete Mathematics	December 2021
Data Structures, Technical Writing	March 2022
Web Development, Computer Architecture and Assembly Language	June 2022

## TECHNICAL EXPERIENCE

<b>Camp Manager/ Lead Sensei</b> <i>Code Ninjas</i>	<b>May 2022 -Present</b> <i>Bethany, OR</i>
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- Organize and lead a group of senseis to teach kids basic computer science concepts at summer camp.
- Teach kids the basics of coding using languages like scratch and python
- Manage the dojo, setting the rules and meet parents for drop-off and pickup of kids
- Lead peers to produce game based programs in Python, JavaScript and Scratch for students to write and learn.

<b>Real Time Recipes Web App</b> <i>Team Project</i>	<b>June 2022</b> <i>Portland, OR</i>
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- Designed and developed a recipe generating website working in a shared github repository using version control collaborating with 3 other developers
- Utilized good software engineering principles to write clean code, designing the front-end with HTML CSS and JavaScript
- Stored user inputted data into the back-end with a JSON file and JavaScript event handler functions
- Built server-side of the web app with Node.js and utilized the fetch API with express.js to get user i/o

<b>To-Do List Application</b> <i>School Project 1, Oregon State University</i>	<b>March 2022</b> <i>Corvallis, OR</i>
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- Developed a to-do list application using C language and a Heap-based Priority Queue.
- The application allows the user to manage their prioritized to-do lists using console commands.
- User is able to add, remove, print their list of tasks as well as save and load from a given file.

<b>C++ Terminal Based Game</b> <i>School Project 2, Oregon State University</i>	<b>November 2021</b> <i>Corvallis, OR</i>
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- Developed a terminal based game using C++ and the computers console practicing inheritance.
- Implemented game functions across multiple files using object oriented design principles to produce clean code.
- Built a zoo tycoon text based game in the terminal where players can grow their zoo, add animals to it and keep track of their animals, revenue and customer count.

<b>Information Technology Chairman</b> <i>Sigma Alpha Epsilon, Oregon State University</i>	<b>December 2021— Present</b> <i>Corvallis, OR</i>
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- A member of the executive team where we lead the direction of the chapter house and meet with Alumni.
- Oversees all the technology in the house and is called when something breaks.
- Maintains the performance of the Wifi for over 70 residents, as well as looks for upgrade solutions.

## ACTIVITIES

I.T. Chairman and Member of Sigma Alpha Epsilon Oregon Alpha Chapter	2020 — Present
Major League Hacking: Building First Game on the Internet Computer workshop	January 2022
First Degree White Belt in Brazilian Jiu Jitsu	Winter 2022 - Present
Game Development Club Member, Oregon State University	Fall 2021
Build Gaming and Streaming Computers in free time	Summer 2021
Coding Content Creator, Video Editor, 10K followers on TikTok	November 2021-Present
TeamTreehouse.com, Front-end Development Certification	Spring 2021
CodeCademy.com, Python Course Certification	Summer 2020