Camden Scholl

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Education

Macalester College - St. Paul, MN   Bachelor of Arts Expected: May 2025
- *Major*: Computer Science   **GPA: 3.97**
- *Minor*: Japanese Language and Culture
- *Honors/Awards:* Baseball Academic All-District ('23, '24), Dean's List (Fall '21, '22, Spring '22, '23, '24)
- *Coursework:* Security and Privacy*, Video Games, Intro to Database Management Systems, Linear Algebra, Computer Systems, Algorithm Design/Analysis, Software Design and Development, Data Structures

Osaka Graduate University – Osaka City, Japan   August 2023 – December 2023
- *Coursework*: Pre-Advanced Japanese (Intensive), Power of Japanese Pop Culture, Osaka Dialect

Google Cybersecurity by Google on Coursera   Certificate earned July 24, 2023
- Acquired proficiency in risk, threat, and vulnerability identification skills
- Demonstrates adeptness in Python, Linux, SQL, SIEM tools, and IDS for automation, analysis, and mitigation techniques

Work Experience

ITS Infrastructure Intern – Macalester College ITS   May 2024 – Present
Location: Saint Paul, MN
- Replaced **100+** Wi-Fi APs for our campus-wide network replacement project and resolved network connectivity issues using tools like NetAlly **LinkSprinter** and **Cisco CLI**.
- Creating network heatmaps with an NetAlly **EtherScope** for optimizing network coverage and performance
- Handling **30+** software and hardware tickets through **TOPdesk**, ensuring efficient and reliable IT system operations

Pitching Timings Intern - Inside Edge, inc.   March 2022 - December 2022
Location: Bloomington, MN
- Analyzed pitching timings remotely for **110+** major and minor league baseball games
- Contributed essential statistics to a machine learning algorithm for pitcher mechanics analysis
- Handled high volume of video content with exceptional accuracy and pace

Personal Projects

Pitch Tracker   June 2024 - Present
Techstack: React / nextjs / TypeScript / Shadcn UI / Firebase
- Designed and created a **full-stack** web application to improve pitch tracking efficiency and enable statistical analysis for the Macalester Baseball Team
- Streamlines data management processes to provide rapid, valuable insights and enhance pitch performance

Tail of a Stray   January 2024 – May 2024
Techstack: Unity / C#
- Developed an **RPG** in Unity using C#, leading a team in the creation and execution of core features
- Implemented **6** quests, inventory systems, dialogue, and other game mechanics, ensuring a cohesive and engaging user experience
- Managed project timelines, coordinated team tasks, and oversaw the successful completion of milestones

Extracurriculars, Skills, and Interests

Macalester Division III Baseball   August 2021 - Present
- Year-round weight training, conditioning, mental training, games, and practices (25hr/wk.)

Technical Skills: Python, JavaScript, TypeScript, React, Firebase, Unity, C/C#, SQL
Other Personal Projects: Portfolio Website - ReactJS, nextjs | Discord Bot – NodeJS
*Current Courses