

Camden Scholl

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Education

Macalester College - St. Paul, MN

Bachelor of Arts Expected: May 2025

GPA: 3.98

- *Major:* Computer Science
- *Minor:* Japanese Language and Culture
- *Honors/Awards:* Baseball Academic All-District ('23, '24), Dean's List (Fall '21, Spring '22, Fall '22, Spring '23)
- *Coursework:* Video Games, Intro to Database Management Systems, Linear Algebra, Computer Systems, Algorithm Design/Analysis, Software Design and Development, Discrete Math, Data Structures

Google Cybersecurity by Google on Coursera

Certificate earned on 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.

Osaka Graduate University – Osaka City, Japan

August 2023 – December 2023

- *Coursework:* Pre-Advanced Japanese (Intensive), Power of Japanese Pop Culture, Osaka Dialect

Projects

Tail of a Stray

Techstack: Unity / C#

January 2024 – May 2024

- Developed a game in Unity using C#, leading a team in the creation and implementation of core features.
- Implemented 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.

Packet Sniffer

January 2024

Techstack: Python / Windows Command Line

- Developed socket-based packet sniffer to capture network packets based on the host's IP address.
- Unpacks and displays ICMP, TCP, UDP, and other essential packet information for easy readability and analysis.

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 resolve network connectivity issues using tools like LinkSprinter and Cisco CLI.
- Created network heatmaps with an Etherscope for optimizing network coverage and performance.
- Handled various 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 major and minor league baseball games, contributing essential statistics to a machine learning algorithm for pitcher mechanics analysis.
- Handled high volume of video content with exceptional accuracy and pace.

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: Java, Python, Unity, C/C#, SQL

Other Personal Projects: Pitch Tracker – next.js, React, Tailwind, Shadcn-ui | Discord Bot – JavaScript, node.js