**Camden Scholl**

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**Education**

**Macalester College - St. Paul, MN** Bachelor of Arts Expected: May 2025

* *Major*: Computer Science **GPA: 3.98**
* *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