

Corbin Atack

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MISSION STATEMENT

I am a recent graduate with a degree in computer science looking to begin my career as a software engineer. I am looking for an entry level role in which I can leverage my growing skills in front-end and full stack development. Since graduating, I have been to building web applications and continuing to learn new technical skills.

EDUCATION

Whitman College
Bachelors of Arts in Computer Science
Art Minor

Walla Walla, WA
Aug. 2018 - May 2022
GPA: 3.5

EXPERIENCE

- **Whitman College** Walla Walla, WA
Graphics Web Application Developer May - Aug. 2021
 - **Application Prototyping:** Worked in tandem with Professor William Bares in prototyping an online, educational graphics tool by designing software prototypes in JavaScript, using Flume, p5.js, and other tools.
 - **Graphics Simulating:** Created visually and conceptually engaging graphic simulations using concepts such as physics and fractals to present the fields of mathematics and computer science in an interactive experience for young students (e.g., dragon curve, particle physics etc.).

PROJECTS

- **WRASCAL - Online Chemistry Constant Repository** Aug. 2021 - April 2022
 - **UI Design and Implementation:** Worked with our client to design and build the user interface. Implemented design principles and elements from frequently used interfaces, creating a familiar and easily digestible experience for users.
 - **Full Stack Collaboration:** Worked in a team to build a publicly accessible, full stack web app to store and access chemistry data using Vue.js, Node.js, and PostgreSQL, on AWS EC2 and RDS.
- **Pixel Art Blog** Oct. - Dec 2022
 - **React App Development:** Designed and built a website from scratch, developing my growing skills in React.js and providing an online repository for my digital artwork.
 - **UI Design and Implementation:** Leveraged my art and design background to create a simple and intuitive, yet stimulating and intriguing user experience.
- **Bars Video Game** Mar. - May 2022
 - **Game Development:** Independently created the Bars video game through ideation, design, implementation, and distribution using C# for scripting with Unity and Inno Setup. Built both Windows and macOS versions.

TECHNICAL SKILLS

JavaScript, C#, Python, HTML/CSS, Vue.js, React.js, Tailwind CSS, Figma, Node.js, Unity, GitHub, AWS, Adobe Suite

LEADERSHIP AND COMMUNITY INVOLVEMENT

- **Whitman College Ultimate Frisbee** Walla Walla, WA
Captain/Program Director/Coach Aug. 2021 - May 2022
 - **All-American:** Led the team to a fifth place finish in the collegiate national championships, earning the individual award of 1st Team All-American.
 - **Community Leader:** Took on the lead role of team captain, coach, and program director to run the team and program on and off the field through budget management, travel planning, strategy development, and practice planning.