Christian Wendlandt

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https://christianplusplus.github.io

Work Experience

Smart-IS *Software Developer* Mar 2020 - Present
- Programmed warehouse solutions using C, Java, SQL, Groovy, and MOCA components
- Produced Java application for migrating/partitioning data to SQL Server, Oracle, and Google BigQuery
- Restored Java dashboard application by documenting and refactoring anti-patterns, reducing code by %50
- Developed ASP.NET applications as part of an Azure DevOps team
- Customized Integration API with business logic and built supplementary CRUD tools
- Performed testing, configuration, and data migration for warehouse systems
- Provided onsite support for client warehouse go-lives and system overhauls

Target Corporation *Tech Consultant* Nov 2019 - Mar 2020
- Leveraged store/warehouse management tools to aid guest engagement while balancing tasks
- Performed stocking, shelving, organizing, and auditing of inventory to maintain department standards

UW - Oshkosh, CS Dept. *Research Assistant* Feb 2018 - Aug 2018
- Explored research topics with supporting papers
- Authored thesis and supporting algorithm with the academic collaborators

UW - Oshkosh *Math and Computer Science Tutor* Sep 2017 - Dec 2018
- Identified cognitive roadblocks and provided guidance to proficiency
- Taught best practices to new students for personal and submitted work
- Guided students to documentation and source materials to encourage independent learning

Education

University of Wisconsin Oshkosh Oshkosh, WI
Bachelor of Science, Summa Cum Laude Nov 2015 - May 2019
Major: Computer Science GPA: 3.9/4.0
Major: Mathematics ABET Accredited

Skills

- Proficient in Java, Groovy, MOCA, JavaScript, HTML, CSS, XSL, WebGL, SQL dialects
- Professional use with Eclipse, Visual Studio, SVN, GitHub, MSSQL, Bugzilla, Azure DevOps
- Experience with Python, C, C#, ASP.NET, Vue.js, CMD, PowerShell, MIPS ASM
- Math literacy in Calculus, Linear Algebra, Proofs, Probability, Statistics, Graph Theory

Personal Projects

Game Optimization Website https://gideonstruedamage.com JavaScript, HTML, CSS, Vue.js, Groovy
- Implementation of a Responsive, Reactive, Single-Page Application backed by Vue.js and Web Workers
- Employs fresh game data by way of a custom ETL pipeline implemented with cURL and Groovy
- Separates smooth and hilly data regions based on item pools and user parameters for speed and accuracy
- Performs Steepest-Ascent and a filtered Brute-Force algorithms on their respective regions

3D aTAM Simulator Active At GitHub WebGL, JavaScript, HTML, CSS
- Real-time simulation of the abstract Tile Assembly Model
- Optimised for performance with pre-render back-face culling and constant-time lookup
- WebGL allows for platform independence and ease-of-use with any browser

Connect Four Bot Active At GitHub Python
- AI opponent capable of playing Connect Four
- Utilizes search trees with alpha-beta pruning for generating future board states
- Implements custom state analysis algorithm for determining optimal play

Publications

Furcy D., Summers S.M., Wendlandt C. (2019) New Bounds on the Tile Complexity of Thin Rectangles at Temperature-1. In: Thachuk C., Liu Y. (eds) DNA Computing and Molecular Programming. DNA 2019. Lecture Notes in Computer Science, vol 11648. Springer, Cham