Christian Wendlandt

christian.wendlandt.cs@gmail.com (920)318-9053
227 Western Ave, Fond du Lac, WI, 54935
https://christianplusplus.github.io

Education

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

Technical Skills

- Proficient in Java, Groovy, MOCA, JavaScript, HTML, CSS, XSL, WebGL, SQL dialects
- Professional use with Eclipse, SVN, GitHub, MSSQL, Microsoft Office, Bugzilla
- Experience with Python, PHP, C, CMD, PowerShell, MIPS ASM
- Math literacy in Calculus, Linear Algebra, Proofs, Probability, Statistics, Graph Theory

Work Experience

Smart-IS — *Associate Consultant* — 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
- Customized web API components with business logic and built supplementary CRUD tools
- Performed maintenance, configuration, and data migration for clients with warehouse systems
- Provided onsite support for new warehouses 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 aid of 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

Projects

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 determining future board states
- Implements custom state analysis algorithm for determining optimal play

Database Query GUI — Sourced At GitHub — Java, SQL
- Database GUI with login authentication and multi-level account access
- Engineered for ease of use and SQL-illiterate users
- Secured with password salting and hashing

Wiki Website — Sourced At GitHub — SQL, PHP, JavaScript, HTML, CSS
- Student team development project; authored roughly 30% of code
- Demonstrated requirements gathering, design documentation, code review, unit testing
- Collaborated on database, search features, login authentication, tiered access

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