Collin De Kalb

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Skills

Programming Languages: Javascript, Python, Java

Tools/Frameworks: Git, ReactJs, NodeJs, MongoDB, HTML/CSS, SCSS, Unix Shell, Googling

Projects

Cookbook.gg

- Actively co-authoring a website for guides and information about fighting games with a focus on Super Smash Brother's Melee using MERN Stack

Software Engineering Final Project

- Created playable game in Java where player ship is chased by several pirateships.
- Implemented 5 object-oriented design patterns: Observer, Strategy, Composite, Factory, Singleton.

Distributed Systems Assignments

- Created iterative command line messaging application. Began as client to client and grew to a server which allowed connections from many clients at once to message back and forth
- Used Python sockets, and threading module

Python Wrapper for IGDB API

- Created a Python wrapper to interact with the IGDB API for retrieving information on individual video game titles

Work Experience

Innovation Lab Intern | *Alight Solutions* | *June 2019 - August 2019*

- Developed workflow for creating Angular Libraries to be used in central UI design
- Developed Angular proof of concept using a combination of pre-made Material components and custom made Angular Libraries
- Created API functions in ASP.NET using C# for interacting with a DynamoDB instance
- Reported at daily standup meetings on progress for individual projects
- Created AWS Lambda Script for scaling up or down the number of active EC2 instances based on an SQS instance

Technology Assistant | *DePaul University Library* | *October 2017 - July 2020*

- Operate and Maintain Ultimaker 3d Printers
- Research and deploy Raspberry pi based signage using Screenly
- Educate guests on use of vinyl cutters, 3d scanners, 3d printers, and other related tools
- Maintain Library computer rooms
- Created service that consumes room reservation api data and generates formatted html showing reservations

Education

DePaul University, B.S Computer Science - June 2020