

# Crew Bindrup

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## Experience

- |   |           |
|---|-----------|
| <b>Repact</b>   | 2022-2024 |
| <ul style="list-style-type: none"><li>- Software Engineer: Jan 2023 - present<ul style="list-style-type: none"><li>- I wrote code.</li></ul></li><li>- Junior Software Engineer: May 2022 - Jan 2023<ul style="list-style-type: none"><li>- I wrote code.</li></ul></li></ul> |           |
| <b>Nascent Labs</b>   | 2021-2022 |
| <ul style="list-style-type: none"><li>- Software Engineer Intern: Sept 2021 - May 2022<ul style="list-style-type: none"><li>- I wrote code.</li></ul></li></ul>   |           |

## Education

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|---|-----------------|
| <b>B.S. IN COMPUTER SCIENCE, UTAH TECH UNIVERSITY</b> | 2026 (expected) |
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## Skills

- Programming**
- **Web Development**
    - Proficient in full-stack Javascript; front-end using React, along with node.js
    - HTML and CSS
  - **Game Development**
    - Experience with Godot, Unreal Engine and Unity.
    - Proficient in C++
    - Proficient in Java
      - Used to create Minecraft server plugins for fun and for pay

## Projects

- Game Development**
- Single player godot game  
Meow
- Web Development**
- TradeFrog  
An options trading journaling web application.
  - Let's Play Music  
A webapp to connect music teachers to students.