

Devon Bedenbaugh

cell: 352-745-9243 • dabeden@gmail.com • www.linkedin.com/in/devonbedenbaugh

Software Engineering Knowledge and Skills

Experienced in object-oriented programming, unit testing, debugging, interface design, and system administration.

Proficient in mathematical modeling, algorithm analysis, and database management systems.

Skilled in web development and deployment of web applications.

Quick to learn new technologies and effective in both collaborative and self-directed environments

Experience integrating AI api's into existing frameworks

Technology Summary

Languages: C++, Python, Java, C, JavaScript, TypeScript, Rust, PostgreSQL, Bash

Frameworks/Tools: React, Django, AWS, Google Cloud, Git, SDL2

Development Areas: Game Development (Unity, Unreal), Cloud Computing, Web Development

Specializations: Agile Development, Object-Oriented Design, AI API Integration

Experience

NEFP Food Bank (Software Internship): (*react/django/postgresql*) March 2024 - August 2024

- Developed the foundation of a multilingual database software for storing and aggregating client data, enhancing business solutions for the food bank. The system handles a diverse client base and has the potential to significantly improve client intake, operational efficiency, and service capacity. I contributed to designing a robust database model, improving data security, integrity, and enabling data aggregation and viewing for better tracking and decision-making. This groundwork sets the stage for further expansion and optimization.

Team Project CS314 (*Tools: Python, VS code, SQLite*)

- Worked as part of a team that implemented a member auditing system that would be usable for a business to track billings, memberships and send reports.

Game Project CS410 – Title: Tech Ninja (*Tools: SDL2 w/ various supporting libraries, Visual Studio, C++*)

- Functionally began building a game engine from the ground up using simple libraries and submitted a working prototype for a final project. Tech Ninja is a simple roguelite vertical platformer.

Education

Portland State University, Portland, Oregon

Received Bachelor's degree in Computer Science August 2024 – **GPA 3.53**

Additional Information

Interests: Avid musician with over 8 years of guitar playing, game design, AI training models.

Community Engagement: Active participation in several school programming competitions. Internship contract was chosen for the possibility of community service and engagement.

Personal Qualities: Proven work ethic, strong communicator, enthusiastic learner, and team player.

Current Personal Projects: Spotify integrated web app for work playlists, this app works with google's AI to help personalize and filter new playlists for users.