

DREW OSMUNDSON

Saint Paul, Minnesota

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Summary

Software Developer with a B.A. in Computer Science and a Minor in Management. Proficient in JavaScript, C#, Python, and SQL, focusing on full-stack applications, real-time systems, and developer tooling. Combines strong data analysis skills and leadership abilities with professional experience in team management and marketing.

Portfolio: drewosmundson.github.io

Education

University of Minnesota Twin Cities

September 2019 - December 2023

B.A. in Computer Science, Minor in Management

Minneapolis, MN

Experience

Bluestem Brands (Fingerhut)

November 2024 - April 2025

Analytical Marketing Specialist

Eden Prairie, MN

- Utilized SQL to extract test performance data, update reports, and identify trends in campaign ROI.
- Validated audience segmentation for promotions, and A/B testing. Improving customer engagement and response.
- Migrated promotion performance dashboards from Tableau to Power BI, improving data visualization and accessibility.
- Organized and communicated upcoming site and email marketing campaigns to cross-functional teams.

Key Project: Analyzed subject lines for Q4 email campaigns, tracking performance metrics such as Open Rate, CTR, CTC, and Revenue. Built Excel pivot tables and visualizations to identify trends. Presented actionable recommendations to marketing leadership, demonstrating how subject line variations affect customer engagement.

Target

March 2024 - November 2024

Team Leader (Starbucks General Manager)

Roseville, MN

- Led a team of 14 members with a focus on training initiatives, improving guest connection score by 40%.
- Implemented inventory management processes that reduced food waste by 50%, optimizing operational efficiency.
- Analyzed hourly sales data to maximize payroll allocation and hired new employees based on projected needs.
- Coached team members to promote food items during low-volume periods, increasing average basket size by 15%.

Software Development Projects

Ahoy.IO - Multiplayer Naval Combat Game | *Node.js, Express, Socket.IO, THREE.js*

July 2025

- Developed a real-time multiplayer battle game with 3D graphics in THREE.js and networking using Socket.IO.
- Implemented player synchronization, projectile physics, and interpolation for smooth gameplay.
- Created procedural terrain using Perlin noise with multiple octaves to generate unique maps for each lobby.

Jeopardy Buzzer - Real-Time Multiplayer System | *Node.js, Express, Socket.IO*

Apr 2025

- Built a classroom quiz buzzer app with room-based multiplayer for fast, competitive gameplay.
- Designed host controls for timers and scoreboards with Socket.IO server logic for low-latency buzz detection.

LeetCode Daily CLI - Automation Tool | *Bash, APIs, JSON, Python, JavaScript, C#*

June 2025

- Created a Bash CLI that fetches LeetCode's daily challenge API and parses JSON with the jq API.
- Auto-generates solution templates in Python, JavaScript, and C#, with problem descriptions and test scaffolding.
- Implemented cross-platform installer with shell alias support and persistent user configuration.

Technical Skills

Languages: JavaScript, C#, SQL, Python, HTML/CSS

Technologies & Frameworks: .NET, Node.js, Express, Socket.IO (WebSockets)

Developer Tools: Git, Docker, VS Code, Excel

Business & Analytical: Data Analysis, Technical Reporting, Process Optimization, Agile development

Leadership & Communication: Team Management, Hiring, Customer Service (7+ years)

Certifications

Software Testing and Automation Specialization

September 2025 - Present

(In Progress)

University of Minnesota

- Test Automation, Acceptance Testing, Test Planning, Regression Testing, Unit Testing, and Testing Tools.