ELIJAH VERDOORN

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WORK EXPERIENCE

St. Olaf College Digital Scholarship Intern (2014 – Present)
- Design, produce, and market multimedia projects for use by students, staff, and faculty of the college. Projects involve consultation with clients, allow for creativity and expression of personal style
- Adobe Creative Suite, Full stack web development, WordPress
- Collaboration with Professor Richard Brown on the *High Performance Computing in Context (HiPerCiC)* Project

St. Olaf College Student Government Association Web Development Team (2014 – Present)
- Create and maintain the Student Government Association website (www.oleville.com) which receives about 500 views per day
- Design, test, and publish plugins for WordPress using JQuery, SQL, AJAX, and PHP

St. Olaf College Residence Life Resident Assistant (2015 – Present)
- Build Community, foster communication, resolve conflicts
- Plan events, manage a community of 30 residents who hail from diverse backgrounds across the world

Hudson Area Library (2010 – 2014)
- Senior member of the Teen Advisory Board
- Customer relations, database management, event planning, teamwork, teaching skills

EDUCATION

St. Olaf College
- Class of 2018
- Pursuing majors in Computer Science & Mathematics
- Current GPA of 3.56
- Coursework in majors: Hardware Design, Software Design, Operating Systems, Linear Algebra, Differential Equations

Hudson High School
- Class of 2014
- Nationally Recognized Advanced Placement student, successful completion of 8 AP exams with scores of 4-5
- 4 years lettered in Academics
- Total GPA of 3.87

VOLUNTEER EXPERIENCE

2012-2014 National Honor Society Member
- Requires 35+ service hours per year
- Chaired event at The Phipps Center for The Arts

PROGRAMMING PROJECTS

Skilled in Java, HTML, CSS, PHP, C, C++, Python; Experience in JavaScript, BASIC, Scheme
- Experienced with all major Operating Systems, both mobile and desktop. Worked with Linux Kernel code during fall semester 2015, interacting directly with the operating system. Confident in use of command-line and IDE workflows.
- Cluster manager of St. Olaf's Computer Science clusters, used for undergraduate research
- Creation of a game engine in C++ during spring semester 2015 using OpenGL and SFML. Team leader for the project, managed a team of 4 programmers and artists of varying skill and experience levels.

Familiar with Git Version Control
- Used collaboratively during spring semester 2015 to produce a group project, and individually to manage code for classes