

ELIJAH (ELI) PAULMAN

Columbus, OH | paulman.2@osu.edu | (513)-491-6464 | epaulman.com | linkedin.com/in/elijahpaulman

EDUCATION

The Ohio State University, College of Engineering – Engineering Scholars

Bachelor of Science in Computer Science and Engineering, GPA: 3.78

Sinclair Community College

Associate of Science

Columbus, OH

December 2025

Dayton, OH

August 2023

TECHNICAL SKILLS

- **Languages, Libraries, & Frameworks:** Java, C#, C, SQL, x86-64 Assembly, JavaScript (React), HTML, CSS
 - **Software:** Visual Studio, VS Code, Eclipse, GitHub, Git, Office, Google Suite, MATLAB, SolidWorks
 - **Relevant Coursework:** Software I & II, DS & Algorithms, Systems (C, Assembly, OS), Electronics for CS, Linear Algebra, Eng. Calculus, Foundations of Higher Math, Computing Ethics and Effective Presentation
 - **Skills:** OOP Principles, AWS Cloud, REST APIs, Unit Testing, Agile, Jira, Circuit Analysis, Customer Service
-

EXPERIENCE

London Computer Systems

Landen, OH

Software Developer Intern – API

May 2024– August 2024

- Developed REST APIs using C#/.NET, SQL, and Agile methodologies, enhancing Rent Manager's functionality.
- Collaborated on the development of the new leasing center feature for Rent Manager Express
- Resolved 20+ bug tickets through systematic debugging, ensuring optimal software performance.
- Collaborated in an Agile environment, improving project delivery and efficiency gains.

Software Quality Assurance Intern – API

May 2023– August 2023

- Designed and executed 50+ Rent Manager 12 API test plans using Jira with XRAY integration and Postman.
- Constructed REST API calls to accurately test end points and analyze expected versus actual JSON data.
- Managed and manipulated Heidi SQL databases for viewing pre-test and post-test data and viewing status of processes.

IBM

Virtual

Accelerate Program – Software Engineering

June 2024– July 2024

- Completed weekly labs covering data structures, algorithms, front-end, back-end development, and application security.
 - Enhanced skills in JavaScript, React, Node.js, and cloud-native development through hands-on projects and mentorship with IBM Software Developers.
 - Utilized GitHub and HackerRank for assessments and version control, showcasing proficiency in development tools.
 - Engaged in networking and mentorship activities, building a strong professional network and gaining industry insights.
-

TECHNICAL PROJECTS

Tech Literacy Learning Platform | *React.js, Tailwind CSS, Firebase* | *Hackathon Winners*

- Collaborated in a team to develop a web-based solution aimed at enhancing tech education in the local community.
- Implemented key features including user accounts, profile pages, skills assessments, learning paths, additional courses, community event calendar, admin panel for student activity monitoring, and compatibility with mobile devices.

Brutus the Plumber (Mario Simulation) | *C, Custom Library*

- Developed a Super Mario simulation using structs, pointers, bitwise operations, bit shifting, and function pointers, featuring multiple mascots, obstacle detection, physics-based movement, and coin collection.
 - Created a custom terse linked list library for managing game entities and providing graphic, text, and debug outputs, including an FPS counter, simulation timing, and mascot actions.
-

ACTIVITIES & INVOLVEMENT

Engineers for a Sustainable World

Columbus, OH

President – Former Director of Community Service

January 2023 – Present

- Leading sustainable projects and initiatives, promoting interdisciplinary collaboration and community engagement.
- Directing a team of dedicated engineers in implementing sustainable projects aimed at reducing environmental impact.

OHI/O (Ohio State's Hackathon Program)

Columbus, OH

Marketing and Communications Committee

August 2023 – Present

- Orchestrated hackathon planning, marketing, and networking for student innovation and industry engagement.

Boy Scouts of America

Lebanon, OH

Eagle Scout

August 2017– November 2021