

Emmanuel Tamenut

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EDUCATION

University of Minnesota, Twin-Cities

BS in Computer Science & Computer Engineering

Minneapolis, MN

Sept 2024 - May 2027

- **Relevant Coursework:** Data Structures & Algorithms, Linear Algebra, Discrete Math, Operating Systems, Machine Architecture, Intro to AI, OOP, Statistics & Probability

TECHNICAL SKILLS

Languages: Python, Java, C++, JavaScript, HTML/CSS, SQL, OCaml

Frameworks & Libraries: React, React Native, Node.js, Angular, Express.js, Flask, Expo, JSON

Tools & Platforms: Git, VS Code, Linux, Kubernetes, Docker, AWS, Jira, Confluence, Stripe API, Google Maps API

Methodologies: Agile, Scrum

Databases: MySQL, PostgreSQL, MongoDB, Supabase

Other Skills: API Development, Mobile Development, OAuth Authentication, Business Analytics, Data Analysis

EXPERIENCE

University of Minnesota, College of Science & Engineering

Teaching Assistant - CSCI 2041 (Advanced Programming Principles)

Aug 2025 - Present

Minneapolis, MN

- Led weekly lab sections and tutoring sessions for a 300-student OCaml-based functional programming course
- Explained advanced concepts including higher-order functions, recursion, and modularity; guided students in building parsers and interpreters
- Graded assignments and provided detailed feedback on functional programming techniques and problem-solving approaches

Scholarity

Backend Developer

Oct 2025 – Present

Remote

- Developing backend infrastructure for student networking platform designed to connect campus clubs and enhance student engagement
- Building scalable APIs and database architecture to support club management, event coordination, and student discovery features

Raffters, inc.

Software Engineering Intern

June 2025 – Sept. 2025

Remote

- Developed complete baseball section using existing frameworks, streamlining development by **40%** through efficient code reuse
- Structured and validated baseball league data across Google Sheets, ensuring **99%+ data accuracy** for player statistics and schedules
- Performed QA testing and recruited **250 beta-testers** to support the goal of reaching **2,500 monthly users** post-release

PROJECTS

Virtual Transit Simulator | Java, WebSocket, JUnit, OOP

Oct 2024 - Dec 2024

- Built full-stack transit simulator with real-time vehicle tracking and passenger movement modeling via WebSocket communication
- Achieved 90% test coverage through comprehensive JUnit testing and contributed to optimization and refactoring efforts

Emmanuel Transportation, L.L.C. | React Native, Stripe, Google Maps, PostgreSQL

Aug 2025 - Present

- Built mobile app for luxury transportation booking with real-time GPS tracking, serving 200+ monthly rides
- Integrated Stripe payments and Google Maps API, reducing booking time by 60% with cross-platform support
- Eliminated 18% third-party commission fees by developing in-house booking solution, strengthening family business independence while contributing technical expertise to support my father's entrepreneurial vision

MomentumX (In Progress) | React Native, Firebase, Node.js, Figma

Fall 2025

- Designing mobile app to help teens build positive habits through peer accountability, support, and social motivation
- Developing community-driven features for mutual encouragement, habit tracking, and personal growth via user engagement