

ELIJAH MENTCH

West Bend, WI · emmentch@gmail.com · (414)-430-4360 ·
<https://elijahmentchwebsite.azurewebsites.net/>

EDUCATION

University of Wisconsin-Madison
BS Computer Science *GPA: 3.7*

Madison, WI
September 2017 - May 2020

SKILLS

Languages:	C#, Java, JavaScript/CSS/HTML, Python, SQL, C
Technologies:	Azure, Git, Bash
Frameworks/Libraries:	Spring, Angular, Bootstrap, ASP.NET Core, .NET Core, sqlite3
Soft Skills:	Goal Oriented, Verbal/Written Communication, Analytically Driven

EXPERIENCE

Infosys

Associate Software Developer

Milwaukee, WI
March 2021 - Present

- Trained in Java, DBMS, and Data Structures, Spring and Angular
- Contracted to help financial company update codebase using Spring

West Bend Country Club

Cook

West Bend, WI
June 2015 - March 2021

- Worked in a fast-paced environment, prioritizing various tasks and responsibilities at once to prepare food in a timely manner
- Displayed great work ethic and enthusiasm under pressure

PROJECTS

2048 Game *JavaScript/CSS/HTML* <https://elijahmentchwebsite.azurewebsites.net/Game>
A clone of the hit game '2048', uses cookies to save high score between sessions

Console-based Todo List *Python, SQLite* <https://github.com/emmentch/todolist>
A todo list application created to better keep track of projects around the house. Implemented using SQLite to store the data and regular expressions to handle user input.

Text-Based Fighting Simulator *Java (FX)* <https://github.com/emmentch/RPGGame>
Implemented a GUI to simulate a MVC modeled text-based game to battle by entering commands into a text field.

Mock Language Compiler *Java (JLex/java_cup)*
Semester-long school project in which I made a compiler (scanner/parser/semantic analyzer/code generator)

Mock Language REPL

Haskell
School project in which I made an evaluator, parser, and REPL in a functional programming language

IPv4 Router

Python (Switchyard)
School project in which I made a simplified router that responded to ARP requests, maintained a route lookup table, and learned routes dynamically to handle the forwarding of Internet data packets

Graphics Town

JavaScript
School project that utilizes the THREE.js library to create a town of objects using shaders, lighting, meshes, and other graphics components