

FLETCHER GREEN

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QUALIFICATIONS

- Skilled in multiple programming languages including C++, JavaScript, and Go.
 - Training in multiple domains of mathematics, including calculus and linear algebra.
 - Experience collaborating within the Scrum framework and other team-oriented environments.
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EDUCATION

Bachelor of Science in Computer Science

Anticipated Graduation June 2026

Seattle Pacific University, Seattle, WA

- GPA: 3.8.
 - *Relevant Coursework:* Algorithm Analysis, Data Structures, Netcentric Computing, and Applications Programming.
 - *Mathematics Minor:* Calculus Series, Vector Calculus, Differential Equations, and Linear Algebra.
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RELATED EXPERIENCE

C++ Associate Programmer Certification

October 2025

Seattle, WA

- Engaged in self-directed study to successfully pass the C++ Certified Associate Programmer exam.
- Applied knowledge of key C++ concepts, including data structures and object-oriented design.
- Demonstrated swift and effective problem-solving skills given a limited time period.

Roguelike Deckbuilding Game

October 2025 – Current

Seattle Pacific University, Seattle, WA

- Advocated for a unique variation on the roguelike deckbuilding game genre.
- Mediated with five team members to refine project vision and scope.
- Selected the Agile Scrum design methodology to structure ongoing project development.

Computer Science Grading Assistant

September 2025 - Current

Seattle Pacific University, Seattle, WA

- Created and modified Bash shell scripts to efficiently grade student assignments.
- Evaluated assignments across multiple programming domains, including C++, Go, Prolog, and Scheme.
- Supported students with meaningful feedback and guidance, addressing and resolving conflicts as needed.

Chemistry CLI Game

December 2024

Seattle Pacific University, Seattle, WA

- Created a command line game based on the periodic table using the Rust programming language.
- Designed a gameplay system in which players are scored based on the chemical compounds they create.
- Enhanced strategic depth by implementing three unique abilities, including an ability which destroys compounds.

Custom Music Sequencer Script

June 2024 – July 2024

Seattle, WA

- Scripted a music sequencer within the synthesizer UVI Falcon using the Lua programming language.
- Combined knowledge of music and programming to create an interesting utility.
- Added support for three effect modules, each controllable per note in a 32-beat sequence.