Curriculum Vitae, Resume
Floris Kruger

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EDUCATION

High School Diploma, *Francis Howell North*	August 2014 – May 2018
Associates of Arts, *Saint Charles Community College*	August 2018 – May 2019
Bachelor of Science in Computer Science &	
Minor in Game Design, *Lindenwood University*	Anticipated Graduation Date: May 2023

CERTIFICATIONS

Adobe Certified, Visual Design Using Adobe Photoshop	May 2018

SKILLS

- C++ Programming
- Python Programming
- Java Programming
- HTML & CSS Web Development
- Django, Python Based Web Framework
- Adobe Photoshop

ACHIEVEMENTS & STRENGTHS

- PLTW, 4 Year Project Lead the Way STEM High School Course
- Captain of High School Rugby Team
- Black Belt in Tae Kwon Do
- Missouri All State Team, Rugby Player
- Content Research & Development

PROFESSIONAL WORK EXPERIENCE

Server, *Sushi Ai, St. Charles MO*

June 2018 – August 2022

- Went above and beyond to provided excellent customer service.
- Communicated restaurant specials and took orders from customers.
- Maintained a professional presence at all times and performed well under pressure.

PERSONAL PROJECTS

Clear the Forest, *Unity Game*
- 2D Pixel Art Game
- Programmed in C#
- https://krugerdevelopments.itch.io/clear-the-forest

Yellowmap, *Django Interactive Website*
- Interactive Map of Yellowstone National Park
- Geospatial Data Toggles
- GPS Directions Functionality
- Mapbox API

Raylib Sorting Visualizer, *C++ Program*
- Visually showcases four different sorting algorithms
- Raylib Graphical Application Library

Storybook Generator, *Django Interactive Website*
- OpenAI's Chat GTP-3 API
- Text Completion & Image generation
- Python GTTS Library (google text-to-speech)

LANGUAGES

- English
- Afrikaans

LinkedIn Account:
https://www.linkedin.com/in/floris-kruger-09978322a/

GitHub Account:
https://github.com/florisjkruger4