

GRANT DUNCAN

618-365-1071 | Email: g.duncs54@gmail.com | <https://www.linkedin.com/in/grantduncan54/> | [gduncan2.github.io](https://github.com/gduncan2)

EDUCATION

University of Illinois at Urbana-Champaign

*Bachelor of Science in Computer Engineering – James Scholar
Honors – Deans List Spring 2023*

Expected May 2026

GPA: 3.73/4.00

Related Coursework:

Intro to Computing Data Structures Computer Systems Engineering Computational Linear Algebra

SKILLS

Programming Languages: C | C++ | Python | JavaScript | CSS | HTML

Frameworks/Tools/Libraries: React | Numpy | Git | Gitlab

Soft Skills: Leadership | Team Building | Problem Analysis | Event Organization

WORK EXPERIENCE

Target

Shiloh, IL

Inbound Associate

May 2023 – Current

- Organized and back stocked inbound merchandise throughout the store in a time efficient manner with my team while interacting with customers that would need assistance throughout the day
- Cooperated with associates working in cash registers and online order fulfillment when assistance was needed, fabricating a plan to intervene as seen fit to streamline said processes

KOHL'S

Fairview Heights, IL

Operations Associate

June 2021 - January 2023

- Processed online order fulfillment and returns for both KOHL's and Amazon, collaborated with other associates to ensure an efficient online order and return process for customers
- Distributed store items and kept aisles ordered whilst interacting with 20+ customers a day, improving their experience through communicating shopping advice or offering relevant assistance

PROJECT HIGHLIGHTS

Portfolio Website (JavaScript, HTML, CSS, React)

July 2023 – August 2023

- Created React website as a portfolio to display current and future work on collaborative or individual projects
- Implemented website using GitHub's hosting service and is regularly monitored for efficient user use

EXTRACURRICULAR ACTIVITIES & LEADERSHIP

Association for Computing Machinery: Game Builders

Urbana-Champaign, IL

Studio Design Team

August 2023 - Present

- Analyzed different designs with a team to make a game for public use on itch.io over the course of the semester, coming to an agreement through communication to create a game that can be enjoyed by all members
- Collaborated with team to diagnose errors in the game as they would arise to derive and implement solutions and then assigned workload to other teams to integrate the changes

EV Concept Car Club

Urbana-Champaign, IL

Dashboard Team

August 2022 - Present

- Programmed switches, status screens on LCD and 8 segment displays, and interpreted inbound signals from parts of the car to display information on a central dashboard unit using C code
- Implemented coursework knowledge and practical experience along with other team members to work on embedded systems to develop a network of STM controllers utilizing C, Gitlab, STM IDEs

IEEE

Urbana-Champaign, IL

Member

August 2022 - Present

- Attended speeches and lectures by relevant computer engineering personnel and applied the knowledge in subsequent workshops that were carried out by those who administered the speeches for further insight
- Utilized information from said workshops to further knowledge on embedded systems, circuit analysis, and how to effectively communicate in the software industry