

OBJECTIVE	Highly motivated, <b>passionate learner</b> seeking a computer science & engineering internship for Summer/Fall 2021 where I can apply academic knowledge to real-world applications.	
EDUCATION	<b>The Ohio State University</b> , Columbus, Ohio <i>Computer Science &amp; Engineering</i>	Expected Graduation: May 2022 <b>GPA: 3.98</b>
TECHNICAL SKILLS	<b>Languages:</b> C#, Java, JavaScript, C, C++, PowerShell, MATLAB <b>Tools:</b> MSTest, JUnit, Git, SVN, Linux, Visual Studio, UE4, MonoGame <b>Actively Learning:</b> React.js, TypeScript	
WORK EXPERIENCE	<b>Siemens Healthineers</b> <i>DevOps/TestOps Software Intern</i> <b>May – August 2020</b> <ul style="list-style-type: none"><li>Designed and implemented a web dashboard to visualize build/test server usage to help with optimization and to inform hardware purchases. Utilized PowerShell to pull/organize data from TFS server into shared webserver filesystem</li><li>Helped shape and implement an Assert/Logger class for use across the Ultrasound testing pipeline to produce objective evidence test logs</li><li>Chosen for Intern Spotlight of the Week</li></ul> <b>Engineering Education Department, Ohio State</b> <i>Teaching Assistant</i> <b>August – December 2019</b> <ul style="list-style-type: none"><li>Advanced programming section of Honors Fundamentals of Engineering</li><li>Assisted students in developing engineering skills in class, including technical writing, the engineering design process, engineering ethics, C/C++, and MATLAB</li></ul>	
PROJECT EXPERIENCE	<b>hunterfiggs.com</b> , Current Project <ul style="list-style-type: none"><li>Personal site to learn web development with JavaScript/HTML5/CSS3 and to showcase other personal projects</li><li>Currently learning React.js and TypeScript and planning redesign of website to improve knowledge of new tech</li></ul> <b>NES Zelda Clone, CSE 3902</b> , Autumn 2020 <ul style="list-style-type: none"><li>Team-based 2D video game development using C# and MonoGame</li><li>Utilized Agile/Scrum framework to produce high quality, maintainable codebase</li><li>Fostered professional software development skills – project management, use of design patterns, team intercommunication</li></ul> <b>HackOHI/O Hackathon</b> , November 2019 <ul style="list-style-type: none"><li>Utilized p5.js JavaScript library to build top-down shooter game with three teammates</li><li>Implemented a file-based, modular level system and scalable enemy difficulties</li></ul> <b>Robotics Competition, Honors Engineering Program</b> , Spring 2019 <ul style="list-style-type: none"><li>Designed, implemented, and tested a fully-autonomous robot to navigate/perform tasks</li><li>Implemented PID system to correct for movement errors in real time</li><li>Acquired skills in project management, documentation, and oral presentation</li></ul>	