Ian Haggerty

(317) 417-2408 | ianhaggerty3@gmail.com
https://ianjhaggerty.com | West Lafayette, IN
https://www.linkedin.com/in/ianhaggerty
https://github.com/ianhaggerty3

Education

Purdue University, College of Engineering, West Lafayette, IN   *May 2021*
Bachelor of Science in Computer Engineering   *GPA: 4.0 / 4.0*
Minor: Mathematics

Relevant Coursework: Introduction to Computer Security, Introduction to Artificial Intelligence, Introduction to Compilers and Translation Engineering, Operating Systems Engineering, Microprocessor Systems and Interfacing

Technical Skills: Python, C/C++, TypeScript, Angular, Java, Git/GitHub, Linux, test-driven development

Work Experience

Purdue University Honors Engineering | West Lafayette, IN   *August 2018 – Current*
Peer TA
- Participate in an undergraduate software team, maintaining several course tools written in Python
- Support weekly class functions by setting up autograders and other tools
- Work closely with student engineering teams to answer questions, resolve team conflicts, and provide consistent grading

Beckman Coulter Life Sciences | Indianapolis, IN   *June 2020 – October 2020*
Software R&D Intern
- Developed an Angular user interface for a chemistry instrument as a remote employee
- Reached project UI milestones in time for a major engineering prototype release shipped across the country
- Increased test coverage by building a mock backend with Flask

SEP | Carmel, IN   *May 2019 – August 2019*
Software Engineering Intern
- Contributed to frontend and backend components of a multi-tenant cloud application hosted on AWS
- Worked with a mentor to learn Angular, TypeScript, PostgreSQL, and CI/CD tools used on the project
- Improved application security by submitting and merging improvements to open source software dependencies

Purdue Exponent | West Lafayette, IN   *October 2017 – March 2020*
Page Composer & Wrestling Reporter
- Collaborated with reporters and editors to finalize print-format stories and graphics for editions published twice weekly
- Took ownership of covering Purdue Wrestling events, writing previews and timely recaps

Notable Projects

"Social Distancing Chess" | West Lafayette, IN   *August 2020 – December 2020*
Senior Design Project
- Worked with a distributed team of peers to enable remote chess play between two boards with manual piece movement
- Fulfilled 100% of project-specific success criteria by coordinating work with remote teammates
- Developed the project UI by selecting a screen, establishing SPI communication, and designing graphic screen elements

Competitions

Terminal Midwest Regional 2021 | Virtual   *March 2021*
AI Programming Competition
- Placed 9th of 47 teams by collaborating with peers to craft an adaptive, tower-defense style Python algorithm

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Dean's List | Violinist in Purdue Bands & Orchestras | National Merit Scholar