IAN GRADERT

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Work Experience

Hardware Support Technician

Von Maur   *03/2018 − 09/2018*

- Knowledge of POS machine structure, basic networking and routing, computer and OS architecture
- Created numerous Powershell scripts to automate many routine maintenance tasks

Help Desk Associate

Von Maur   *02/2016 − 03/2018*

- Trained new associates and rewrote much outdated process documentation
- Worked in Windows-based environment, including: Active Directory, Exchange, Office 365, Cisco UCM, IBM iSeries
- Created iOS app for recruitment team to assist at career fairs using Python and Kivy library

Information Systems Intern

Von Maur   *05/2015 − 08/2015*

- Lead programmer on small team gathered to design and build web-based POS-server maintenance and observation hub
- Learned C#, ASP.NET framework, HTML, CSS, JavaScript, JQuery + AJAX, MySQL, Visual Studio, and TFS

Education

B.S. Computer Science
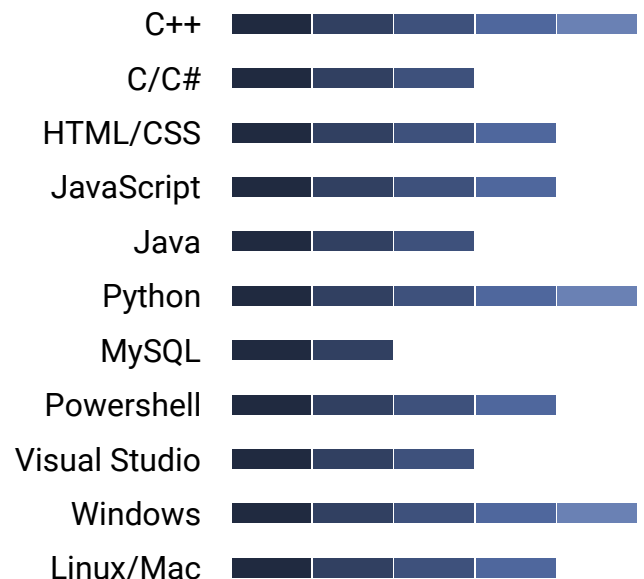
University of Iowa

Graduated: December 2019

Relevant Coursework: Object Oriented Software Design, Operating Systems, Programming Language Concepts, Computer Security, Data Structures, Computer Organization

High School Diploma

Assumption High School

Graduated: May 2012

Technical Skills

Skill	Level
C++	████████
C/C#	████
HTML/CSS	███████
JavaScript	███████
Java	█████
Python	████████
MySQL	███
Powershell	██████
Visual Studio	█████
Windows	████████
Linux/Mac	██████

Projects

Video Game (C++)

Catacombs of Halfwind Keep (GitHub)

- 2.5D rogue-like dungeon crawler
- Developed in C++14 using SDL 2.0 library
- Heavy focus on procedurally-generated content

Organizational Mobile App (Python)

Bag of Holding (GitHub)

- Tool to maintain equipment in table-top games
- Developed with Python 3.4 and Kivy 1.10
- Primary focus on organization, efficiency, and touch-based UI