

Jason M. Gruenhagen

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EDUCATION

Bachelor of Science, Computer Science
University of Minnesota - Twin Cities
College of Science and Engineering
GPA: 3.69

Minneapolis, MN
May 2019

PROJECTS

SMACK! WEB/MOBILE APPLICATION

- Application to bring together event providers (student groups, greek life, clubs, restaurants, etc.) and students (primary users)
- Event providers can advertise events with food and activities via user-friendly web console
- Students can see events on clean, map-oriented interface on mobile or web
- Social network-based aspect of application retains users and ensures high levels of engagement

JASON GRUENHAGEN WEB PORTFOLIO

<https://jasonmgru.github.io/>

- Created for fun; inspired by projects seen at hackathons
- Goal is to create an interactive, static web portfolio with great UX
- Several more projects listed on website

EXPERIENCE

TARGET TECHNOLOGY SERVICES INTERN

Target Corporation

Brooklyn Park, MN
June 2018 - August 2018

- Developed UI design and logic for Android application
- Implemented cutting-edge Android technologies such as Kotlin, Retrofit, RxJava, and Android databinding
- Used MVVM architecture to enforce separation of UI and business logic
- Worked in Agile workplace to deliver quick, modular updates
- Learned most technologies and patterns on the job, applying past experience

MECHATRONICS SEMINAR

Zurich School of Applied Sciences

Winterthur, Zürich, CH
May 2019 - June 2019

- Worked on an interdisciplinary team of engineers to build an advanced line-following robot
- Developed code in C++
- Utilized microcontrollers, sensors, and motors to create a responsive system
- Applied theoretical concepts such as Proportional-Integral-Derivative Control and Finite State Machines to control the robot
- Used Autodesk Fusion 360 for rapid prototyping of robot
- Learned many skills on-the-fly in a loosely structured engineering environment

SKILLS

Programming Languages: JavaScript, Kotlin, Java, Python, OCaml, C, C++, Swift, assembly

Design Patterns/Architecture: MVVM, MVC, Gang of Four patterns, common algorithms and data structures

Programming Styles: Object-oriented, imperative, functional, multi-paradigm

Operating Systems: Windows 7, 8, 10, macOS, UNIX, Ubuntu, iOS, Android

Other Technology: Git, GitHub, HTML, CSS, Vi/Vim, Microsoft Office, MATLAB, R

General: Strong written/verbal communication skills, customer service, teaching

Other Interests: Playing trombone, basketball, hand-brewing coffee, hiking, traveling