Kamren Zirger
Computer Science & Engineering Student

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Education

The Ohio State University, **Columbus, Ohio**

B.S. Computer Science and Engineering, Artificial Intelligence Specialization   3.77 GPA
August 2018 - Expected Graduation: May 2022
Achievements: Dean's List all semesters, Land Grant Opportunity Scholar, University Honors
Activities: Ohio State University Marching Band (Sousaphone), AI Club, Athletic Band

Experience

IBM / Back End Developer Intern
May - August 2021 Rochester, Minnesota (Remote Work)
- Developed components for new user-facing feature within DB2 for the IBM i Operating System
- Achieved proficiency in IBM's PL/X programming language to implement project functionality
- Contributed to program design discussions and decisions, solved challenges using debugging analysis

Greif / IT Service Desk Intern
May 2020 - May 2021 Delaware, Ohio (Remote Work)
- Led development of customer-facing mobile app for product pickup scheduling built on React Native
- Assisted development of REST API built on Express.js and internal colleague dashboard built on React
- Planned sitemap and created interactive wireframe for internal dashboard application using Adobe XD
- Facilitated colleague self-service and ticket submission via GUI using Power Apps and Automate

AgCredit / IMD Intern
May - August, 2019 Fostoria, Ohio
- Upgraded/maintained office tech/infrastructure and responded to help desk tickets across 16 locations
- Programmed desktop setup batch script and Excel VBA macros to manage planned project schedule

Projects

FEH Robot Project
January - April 2019, The Ohio State University
- Formed team to prototype, fabricate, and program robot for FEH robotics course competition
- Employed C++, QTCreator, SolidWorks to program FEH microcontroller and design robot components
- Advanced to round of 16, completed several perfect course runs, and awarded 1st Place in Innovation

FEH Game Creation
December 2018, The Ohio State University
- Partnered to develop an OSU v. Mich themed game on FEH microcontroller using C++
- Awarded bonus points for game functionality and presentation, including edited video advertisement

Marching Band Drill Generator
June 2021 - Present, Personal
- Created web app to generate example marching band drill instructions in OSUMB marching style
- Initialized local Angular environment for development using CLI and Git/GitHub for version control

Driveway Alarm Controller
December 2019 - Present, Personal
- Developed Python script on Raspberry Pi to monitor status of household driveway occupancy
- Interfaced with vehicle detection loop and audible alarm using GPIO header and external relay board
- Implemented SMS notifications to alert on vehicle entrance or exit of driveway

Skills

JavaScript
TypeScript
React (+ Native)
Angular
Python
Ruby (+ Rails)
Java
C/C++
MATLAB
SQL

Git / SVN
Linux
Unit Testing
Power Automate
Power Apps
Adobe XD
Excel VBA
Batch Scripting
SolidWorks CAD
Microsoft Office
Microsoft Visio

Technical
Communication

Hobbies

PC Maintenance
Troubleshooting

Guitar
Music Production

Graphic Design