

Karl Ramberg

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EDUCATION

Truman State University: Bachelor of Science, Computer Science May 2022 / GPA 3.5
Notable Courses: Fnd. of CompSci I & II (C++), Computing Structures, Models of Computation, Object-Oriented Programming (Java), Systems Programming (C), Data Structures & Algorithms (C++)

SKILLS

Languages: Go, C++, C, Java, Python, HTML, CSS, JavaScript
Tools: Godot, Git, Linux, Unix, Bash, Vim, Microsoft Office, JetBrains IDEs, Adobe CC

PROJECTS

Ymir : Procedural World Generator

- A platform for me to learn and experiment with procedural generation techniques
- Implemented generative terrain with Perlin noise and Voronoi polygons
- Previously written in **Java**, now in **Go** as a web application

Autochef : AI Recipe Maker

Made for PickHacks 2019

- Write machine learning algorithm for learning the customer's dietary preferences
- Wrote a web-application to provide an interface for generating recipes
- Written in **Python**, **JavaScript**, **HTML**, & **CSS**

ACTIVITIES

Association for Computing Machinery : Vice President

Dec. 2018 - Present

- As Secretary, kept members up-to-date about meetings, events and lectures happening
- Took notes at general and executive meetings
- Plans and organizes HackTruman, Truman State's annual hackathon

FIRST Robotics : Founding Team Member, Head Programmer

Sep. 2011 - May 2018

- Established a permanent robotics club in a community without anything like it
- Acted as my team's head programmer for three years
- Designed and built robots for regular competitions

EXPERIENCE

HyVee : Checker

May 2018 - Present

- Checked-out customers with groceries, often with specific requests
- Greeted and directed arriving customers
- Re-stocked shelves and organized back storeroom