Kendall Baker

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Skills

- **Languages:** Python, C++, SQL, JavaScript
- **Tools & Frameworks:** Github, Gitlab, NodeJS, VueJS, ReactJS, ExpressJS, MongoDB, MySQL, HTML & CSS
- **Other Relevant Skills:** a Command of Linux and Windows operating Systems, Proficient in Agile environments, Fluent In Italian.

Education

Utah Tech University — **Saint George, UT**
Bachelor of Science in Computer Science — *August 2019 - May 2023*

Related Coursework: Software Engineering, Data Structures, Algorithms, Computational Theory
Awards: 2023 ACM Programming Competition

Utah Tech University — **Saint George, UT**
Code School: Web Development Bootcamp — *May 2022 - July 2022*

Desert Hills High School — **Saint George, UT**
High School Diploma — *August 2009 - May 2012*

Experience

Utah Tech University — **Saint George, UT**
Building Maintenance Crew — *January 2020 - Present*

• As a member of the building maintenance crew at Utah Tech University, I have been responsible for conducting repairs and maintenance on various campus buildings. My responsibilities have included patching drywall, painting, maintaining parking lots, moving equipment, and completing other tasks as directed by my supervisor.

Utah Property Management Association — **Salt Lake City, UT**
Building Engineer — *November 2017-June 2019*

•As a building engineer, my role involved maintaining and repairing various building systems, including HVAC, electrical, plumbing, lighting, telecom/data, cable/satellite tv, doors, windows, elevators, landscaping, garage door operations, boilers, and fire suppression systems. I was responsible for ensuring the proper functioning of these systems, responding to repair requests in a timely manner, and performing preventative maintenance tasks as assigned through the maintenance system and building management.
• In this role, I gained an in-depth understanding of areas of commercial and residential buildings that have chillers/boiler plants. I also collaborated with contractors in the building to ensure that work was completed to the highest standards and that all building systems were maintained in a safe and functional condition.

Projects

TrailBlazerUpKeeper
Senior Project

• As part of my senior project, I developed a web-based application using the MERN stack - MongoDB, Express, React, and Node - to create a building maintenance management system for Utah Tech University. The system aims to simplify the tracking and management of different types of paints used across the campus, thereby improving the efficiency of the maintenance crew.
• To enhance the user interface, I utilized Tailwind CSS for styling and layout purposes, which provided a visually appealing and user-friendly design.

• Through this project, I gained valuable experience in utilizing new technologies, such as React and Tailwind CSS, and demonstrated my ability to learn and apply new concepts quickly. The project is hosted on a live website at trailblazerupkeeper.com and the source code is available on GitHub Here.
• By developing the TrailBlazerUpKeeper project, I demonstrated my proficiency in software development, project management, and problem-solving skills, and I look forward to contributing my expertise to future projects.

- **Treelo**
  Utah Tech Code School Project

• As part of the 10-week Code School program hosted by Utah Tech University, my team and I created an innovative web application called Treelo. The focus of the program was to cover all aspects of web and app development, including using AJAX and APIs.
•Treelo is an app that allows users to log in and keep track of their daily lives. Using Vue cli and Vuetify for the frontend and TypeScript with Node and Express for the backend, we designed a highly responsive and user-friendly application that meets the needs of modern users.
•Through this project, I gained valuable experience in full-stack web application development, including using modern front-end and back-end technologies. I also developed skills in project management, teamwork, and effective communication.
• The code for Treelo is available on GitHub Here, and I am proud of the work that my team and I accomplished during this program. I am confident that the skills and knowledge I gained from this project will serve me well in my future endeavors in the field of web and app development.

- **Pirates Only**
  Database Project

• As part of my database class, I developed a pirate dating database called Pirates Only, using SQLite and Python3. The database was designed to store information about pirates seeking a romantic partner and to facilitate the matchmaking process by enabling users to search for compatible partners based on their interests and preferences.
• Through this project, I gained valuable experience in database design and implementation, SQL querying, and database management. I also familiarized myself with SQLite, a lightweight and flexible database management system, and Python3, a powerful programming language used for data analysis and manipulation.
•To create the Pirates Only database, I utilized my SQL querying skills to implement intricate joins and to populate the database using Python scripts. This allowed me to efficiently manage and query the database, and to provide a seamless user experience for those seeking a romantic partner.
• Here is a github link to the project Pirates Only Github.

- **Embedded Weather Station**
  Embedded systems project

• As part of my final project for CS 4990, I designed and implemented an IoT-based weather monitoring system that used two Heltec ESP32 Arduinos and a DHT22 temperature and humidity sensor. The system was designed to transmit the collected weather data back to a web app via websockets, enabling me to remotely monitor the temperature and humidity in real-time.
• To enable the communication between the two ESP32 boards, I utilized the Lora protocol, which allowed for low-power, long-range data transmission. I then utilized the collected data to create a web app that visualized the temperature and humidity readings in real-time. The web app was designed to dynamically change colors, text, and other aspects of the user interface based on the current temperature readings.
• Through this project, I gained valuable experience in embedded systems development, wireless communication protocols, and web development. I also developed my problem-solving skills by overcoming the technical challenges associated with integrating multiple hardware and software components.
• The project is available on GitHub Here , where you can view the source code and documentation. The Embedded Weather Station project highlights my expertise in developing innovative solutions, as well as my ability to work with emerging technologies to solve complex problems.