

LEO KIRCHNER

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leokirchner.com

kirchnerleo (GitHub)

EDUCATION

CURRENT

University of Wisconsin – Stout (Fall 2022 – Fall 2024)
3.6 GPA, Bachelor of Science, Computer Science
Interdisciplinary Concentration, Mathematics Minor
Fall 2022 and Spring 2023 Dean's List

PREVIOUS

Normandale Community College (Fall 2019 – Spring 2022)
Computer Science Transfer Pathway

TECHNICAL PROJECTS

SOFTWARE ENGINEERING PRACTICUM (FALL 2024 - CURRENT)

- Currently leading a semester long project for the second part of the Computer Science capstone. Continuing to develop proficiency in Agile techniques while working on a website designed to assist backpackers in trip planning.
- As team lead, building leadership skills by pursuing the spirit of an Agile and democratic team: encouraging team decision making, deferring to team members expertise, and supporting team morale and learning.
- Using this project to continue to hone technical capabilities in C# and .NET as well as Vue and Vue.js, in addition to Visual Studio Code, Visual Studio, and GitHub.

SOFTWARE ENGINEERING PRACTICUM (SPRING 2024)

- Utilized techniques learned in Software Engineering Principles course such as Agile and Scrum, worked on a semester long team project for the first part of the Computer Science capstone to create a website to create and edit maps of solar systems.
- Used this opportunity to develop C# skills as well as continuing to develop proficiency GitHub for source code management and using Vue with Typescript and Prime Vue in Visual Studio Code for front-end development.
- Developed the skillset of leading by example as necessary to accomplish the project goals; especially with respect to group cohesion, cooperation, and morale.

PERSONAL WEBSITE

- As a final project for Web and Internet Programming, designed and created a professional website using HTML, CSS, JavaScript, and PHP, which is still in use and noted at the top of this document.
- Began work in summer 2024 to revitalize website using Prime Vue and Vue.js, current progress of which is available on GitHub.

PREVIOUS WORK EXPERIENCE

ASSISTANT TEACHER

Tech Academy of Minnesota, Summer 2024

- Supporting teachers by working “behind the scenes” to keep the class running smoothly, such as technical troubleshooting, working with individual students, and providing extra supervision.
- Worked with students one on one who were struggling with material and explained complex technical problems in simple languages for young students to understand.
- Actively provided a positive learning environment by encouraging student creativity, supporting students' confidence as they worked through problems, and starting every day with an enthusiastic and positive attitude.

BUILDING SUPERVISOR

Independent School District 196, Minnesota, Fall 2019 – Summer 2022

- Provided school building security during Community Education activities by directing participants and instructors to their assigned classrooms, areas, and building resources while monitoring the building for potential concerns.
- Assisted instructors in setup and teardown and ensured that they had everything they needed to make their class or activity run smoothly.
- Developed positive relationships with other building staff such as teachers, custodians, and administration and ensured that their classrooms and workspaces were respected by activity participants and ready for the next school day.

TECHNICAL SKILLS (FROM MOST TO LEAST EXPERIENCED)

PROGRAMS AND TOOLS

Visual Studio, Notepad++, Visual
Studio Code, GitHub, MySQL
Workbench

LANGUAGES AND FRAMEWORKS

C/C++, Python, HTML, CSS, Prime Vue,
Vue.js, JavaScript, SQL, PHP, Java, C#,
.NET

OPERATING SYSTEMS

Windows, Linux

RELEVANT COURSEWORK (ABRIDGED)

- Data Structures
- Algorithm Design and Analysis
- Database Systems Manipulation and Design
- Web and Internet Programming
- Software Engineering Principles
- Discrete Mathematics
- Software Engineering Practicum (current semester)
- Operating Systems