# Kyle Osterman

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## Objective

Dedicated to programming with an extensive background working with computers, on a software and hardware level for over 15 years. Pursuing a full-time information technology co-op or internship during the summer of 2020.

## Education

**North Carolina State University**  —  Raleigh, NC  —  Expected Graduation 2021

- Pursuing a Bachelor of Arts in Business Administration, IT concentration
- Minor in Computer Programming
- Dean's list: Fall 2018, Fall 2019
- 3.24 GPA

## Technical Skills

| | | |
|---|---|---|
| • Java - Novice | • Microsoft Excel - Novice | • Collaboration |
| • HTML - Beginner | • C - Beginner | • Problem Solving |
| • Bootstrap - Beginner | • Eclipse | • GitHub |

## Work Experience

**PC/Web Development Intern – Breathing Space Institute**  —  Raleigh, NC  —  2020 - Present

- Optimize website keywords using WordPress to increase indexing from Google's PageRank.
- Troubleshoot, analyze, and provide noticeable increase in computer performance by enhancing system resources.
- Make website easier to navigate, provide bug fixes, implement UI improvements, and increase overall traffic.

## Projects

**Website – kyleosterman.com**

- Constructed a portfolio website using a combination of HTML 5, CSS, JavaScript and Bootstrap.
- Includes an about me section, a functional contact page, my resume, and programming projects that will be updated throughout my career.

**Sudoku Solver**

- Made a Java program on my own time which solves any puzzle using a backtracking algorithm and recursion.
- Uses a backtracking algorithm to drive the program following sudoku constraints to solve puzzles more efficiently than a brute-force approach.
- Improved debugging skills using IntelliJ IDEA.

**Scheduler**

- Created a scheduling system in Java for students and faculty at North Carolina State University.
- Designed a scheduler in Java using a class-based UML in Microsoft Visio, implemented over 30 classes, with more than 10,000 lines of code working with a small group.
- Wrote test cases for every class and method in order to achieve a bug-free and robust program using static analysis tools such as EclEmma, SpotBugs, Checkstyle and PMD.

**Ticket Manager**

- Built a fully functional ticket manager program in Java to handle information technology related issues in a company, like one that would be used in an information technology department.
- Implemented a finite state machine and used the singleton design pattern to allow the GUI to create a single instance of the Ticket Manager.

## Leadership and Organizations

- HackPack — 2019 – Present
- The Information Technology Club — 2019 – Present
- Lambda Chi Alpha Fraternity — 2017 – Present