Lander Wells

Github: https://github.com/landerwells

WORK EXPERIENCE

Leidos **May 2024 - Present**

Software Developer , C++, Java, Python, PostgreSQL *Eagan, MN*

- Developed and maintained PostgreSQL database schemas, creating and modifying tables to support aeronautical data.
- Developed Python scripts to extract and transform database information into a structured format for application use.
- Ensured data integrity and efficiency in the Skyline-X air traffic control system through database updates and validation .

Software Developer Intern, C++ **June 2023 - August 2023**

- Utilized GDB to debug and resolve display bugs in software problem reports, enhancing user interface functionality
- Automated string testing processes by converting results into an XML-based format, improving efficiency and data accuracy.

Lakeville South Strength Program **June 2021 - August 2022**

Assistant Strength Coach *Lakeville, MN*

- As an Assistant Strength Coach my primary job was to help athletes one-on-one with lifting technique
- Worked with over 500 athletes daily of every skill level from ages 9-18

EDUCATION

Northern Michigan University **August 2020 - May 2024**

BS: Computer Science, Minors: Electronics and Mathematics *Marquette, MI*

- 3.85 GPA (4.0 in major GPA)
- Athlete for the National Training Site Olympic Weightlifting Program
- Represented Team USA twice at Junior World Championships for Olympic Weightlifting
- Junior National Champion - Senior State Champion

PROJECTS

iOS Bird Database App

Technologies Used: Swift, SQLite, UIKit

- Developed an iOS application providing a comprehensive database of birds, featuring functionalities for creating, updating, and deleting entries
- Implemented user-friendly interfaces for data interaction using tabs and ensured efficient data management through SQLite.

Rustify (Spotify Clone in Rust)

Technologies Used: Rust, Rodio, Serde, Eframe/Egui

- Designed and implemented my idea of Rustify, a cross-platform audio player built with Rust, focusing on clean, maintainable code and a user-friendly interface. Utilized the Egui library for GUI development, achieving a responsive and intuitive application compatible across different operating systems.
- Implemented advanced concurrency and multithreading techniques such as MPSC (Multi-Producer-Single-Consumer) to manage communication between threads