Landon West

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EDUCATION

University of Utah Aug. 2022 – May 2026

Bachelor of Science in Computer Science — GPA: 3.81 *Salt Lake City, UT*

- Relevant Coursework: Algorithms & Data Structures, Software Practice, Human-Centered Design, Computer Architecture, Web Software, Data Analysis, Database Systems, Mobile App Programming, Computer Systems

EXPERIENCE

IT Specialist Intern May 2023 – Present

University of Utah *Salt Lake City, UT*

- Audited 150+ devices across 10+ departments, ensuring compliance and accurate inventory tracking.
- Decommission 100+ obsolete Mac and Windows devices, ensuring secure data erasure and eco-friendly disposal.
- Troubleshoot 15+ weekly user issues with a 24-hour response window, supporting university leadership, physicians, and researchers.
- Streamline software installations for 150+ users, saving 1.5 hours per device setup and improving efficiency.
- Collaborate with team members to manage IT systems, supporting 150+ devices using SCCM, Windows Server, Active Directory, Group Policy, and JAMF.
- Migrated 100+ campus printers to updated ports and IP ranges in 2 weeks, enhancing scalability.

PROJECTS

Basketball Trends App | *Swift, SwiftUI, SwiftData, WatchOS, iOS* Jan 2024 – Present

- Developed an iOS and Apple Watch app that seamlessly syncs shot-tracking data across devices.
- Designed an intuitive UI for effortless shot tracking, allowing players to log attempts directly from their Apple Watch without disrupting their practice flow.
- Built an interactive shot chart to analyze shooting trends and performance by shot type.
- Integrated gamification features, including streaks, accolades, to enhance user engagement.

LMS Web Server | *Django, Python, HTML, CSS, JavaScript, AWS* Aug 2024 – Dec 2024

- Built a Django web server with role-based access control (Users, TAs, Admins), securing operations and data integrity.
- Designed and tested forms, routing, and templates, ensuring seamless user experience for 14+ users.
- Deployed to AWS with production-ready configurations, optimizing scalability and performance.

Blackjack Educational App | *C++, Qt, Box2D, Agile* Oct 2023 – Dec 2023

- Developed a fully functional Blackjack game in 4 weeks, incorporating Box2D for realistic collision handling.
- Collaborated with a 6-member team to design and implement an MVC architecture, enhancing maintainability.
- Facilitated weekly Agile stand-ups, driving progress across 5 tasks per sprint to meet milestones.
- Presented the game to 100+ peers, earning a 98/100 score for functionality and design.

Spreadsheet Editor | *C#, Visual Studio, .NET Maui* Jan 2023 – Mar 2023

- Developed a cross-platform Spreadsheet Editor using .NET Maui, supporting row/column operations and formula management.
- Optimized a custom formula class to manage dependencies and calculations, improving performance and usability.
- Achieved 99% code coverage by developing 68 comprehensive unit tests, ensuring reliability and robustness.
- Enhanced usability by implementing dynamic row and column addition and deletion features.

TECHNICAL SKILLS

Programming Languages: Python, Java, Swift, C++, C#, Kotlin, C, SQL, Assembly (MIPS, x86)
Web Development: Django, HTML, CSS, JavaScript, jQuery, MySQL
Mobile Development: SwiftUI, SwiftData, Jetpack Compose, .NET Maui, iOS, Android
Developer Tools: GitHub, Docker, AWS, Linux, Terminal, Visual Studio, Xcode, Android Studio, .NET