

Chase Lane

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EXPERIENCE

University of Pittsburgh Student Endpoint Technician

2021-Present

- Provide on-site support services to end users
- Diagnose and resolve issues related to hardware, software, and network
- Deploy new hardware including imaging, configuration, and setup

Home Depot Lumber Associate

2020-2021

- Assist customers with locating products, answering relevant questions, lifting, etc.
- Fork & Lift Equipment Certification
- Maintain records of inventory

EDUCATION

University Of Pittsburgh

December 2022

Bachelor of Computer Science

GPA: 3.7/4.0

Minors in Statistics, Economics

RELEVANT COURSEWORK

- | | | |
|---------------------|--------------------|-----------------------|
| ▪ Algorithms | ▪ Data Science | ▪ Database Management |
| ▪ Data Structures | ▪ Web Applications | ▪ Applied Regression |
| ▪ Operating Systems | ▪ Systems Software | ▪ Sports Analytics |

LEADERSHIP AND INVOLVEMENT

South Park Historical Society

2017-Present

Volunteer

South Park, PA

- Represent the historical society at annual public fundraising event by selling tickets and assisting in cash collection and inventory
- Manage setup of events

Pitt Computer Science Club

2019-Present

Member

Pittsburgh, PA

- Participate in various club related events, such as hackathons, to further develop skills and knowledge pertaining to computers

SKILLS & INTERESTS

- **Languages:** Java, R, C, Python, JavaScript, HTML, CSS, SQL
- **Technologies:** GitHub, Django, Flask, Salesforce CRM, Excel, NodeJS, Bootstrap
- **Certifications:** Udemy Web Developer Bootcamp

PROJECTS

Monte Carlo Simulation of the 1993 NHL Season | R Studio

- Create ELO ratings based on win/loss history of franchises using data scraped from NHL's website
- Ran 10,000 iterations of the simulated season using ELO to simulate the probability of a given team winning a game

(In-progress) Beating Tetris with AI | JavaScript

- Tetris programmed using JavaScript with ability to play against an AI opponent
- Implement reinforcement learning using BrainJS to choose the optimal move at a given game-state