

Leo Hoerdemann

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Skills

Programming Languages: C#, Python, C++, Java, JavaScript, Arm Assembly, and C

Technologies: .NET, Git, Unity, Wwise, Networking, Android, Google Cloud, Kubernetes, Jira, Jenkins, Linux, Google Analytics, Ableton, MSSQL/ MySQL, and MongoDB

Experience

IT Intern, Truly Engaging – Carol Stream, IL

May 2023 – August 2023

- Developed a minimal API service using ASP.Net to simplify use with a MSSQL server for internal use
- Handled daily maintenance of various printing, packaging, and inventory machines and systems to prevent down time

IT Intern, Perma-Pipe International Holdings – Niles, IL

May 2022 – July 2022

- Operated the IT services for a branch utilizing Freshdesk, MySQL, and VirtualBox to keep operations running
- Decommissioned, logged, and properly disposed of backlog of out of services electronic devices

Easy IT Support, System Engineering Intern – St. Charles, IL

June 2020 – December 2020

- Serviced various clients in setting up and maintaining their IT operations
- Repaired individual client devices for data recovery or restored continued use

Gibson Electrical, Warehouse Team Member– Downers Grove, IL

June 2021 – August 2021

- Checked in and out various tools and equipment while ensuring everything was logged and in working order to prevent broken or misplaced items from staying in the system
- Managed warehouse inventory availability for various sites and jobs ensuring the right equipment was ready when needed
- Built out a robust digital system for inventory locations within the warehouse to prepare orders faster

Projects

UWM IT Datamart Microservice for Bitbucket

[Capstone Page](#)

- Worked with United Wholesale Mortgage to create a full stack application to collect and display various data surrounding the GIT repository within the company
- The service collected and displayed data including commits, dependencies, frameworks, teams and more using ASP.Net, MSSQL, Bitbucket, Orkes, Docker, Node.JS, and React
- The data collected can be used to make more insightful day to day decisions about the codebase as well as power future data models for larger insights into operations

ChatGPT Powered Chat Bot

[GitHub Repository](#)

- A Discord chat bot connected to the OpenAI API made to use the latest model shared between many users
- Built using ASP.Net and hosted in Google Cloud Run with a docker container utilizing Google FireStore for the database

Unity Based First Person Movement Shooter (ChromaKill)

[Itch.io](#)

- Worked on team of ten over four months creating and helping implement sound effects for a movement FPS
- Met weekly with Bungie for feedback and review to see how to improve the game and our workflows during development

Audio Design and Implementation (Spartasoft Studio)

[Itch.io](#)

- Created and implemented using Wwise, sounds for a variety of game projects over multiple semesters
- Worked on a team of roughly eighty on games that where 3D, 2D, platformers, party games, and networked games

Reddit Sentiment Analysis Stock Trading

[GitHub Repository](#)

- Collected posts from a variety of subreddits relating to investing over the course of a month in a MongoDB database
- Assigned a sentiment value for each post using Keras, with the sentiment value used it to run a stock trading simulation
- Running the simulation with real world stock values resulted in a 7% return

Education

Michigan State University – BE in Computer Science

2021-2024

Michigan State University – Minor in Computational Math

2021-2024

Michigan State University – Minor in Business

2021-2024