LEVI PINKERT

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EDUCATION

University of Southern California, Viterbi School of Engineering – Los Angeles, CA **May 2025**
Bachelor of Science in Computer Science Games, GPA: 3.94

Colorado Academy – Denver, CO **May 2021**
High School Diploma, GPA: 4.3

EXPERIENCE

Stealth Startup – Tel Aviv, IL **May 2022 – September 2022**
Full Stack Developer (Remote)
- Constructed full-stack MVP of continuous glucose monitoring application while remotely meeting with the startup's founders to discuss new designs and share feedback.
- Implemented cross-platform UI for web, iOS, and Android using React Native.
- Built backend with NodeJS and Firebase for authenticating users, storing data, and interfacing with 2 brands of continuous glucose monitor.
- Wrote TypeScript algorithms to analyze glucose data and provide health insights to people with type 2 diabetes.

Friday Health Plans – Denver, CO **May 2020 – August 2020**
Summer Intern
- Built Excel spreadsheet of provider data in 3 states, enabling analysis and improvement of health insurance network.
- Read provider contracts to find pricing and contact information.

HailCo Auto Hail Repair – Denver, CO **June 2019 – August 2019**
Valet
- Communicated with mechanics and insurance adjusters to deliver cars to the right place precisely when needed.
- Managed and organized hundreds of cars parked among 4 locations, enabling massive growth during a busy season.

RELATED PROJECTS

WordIt – University of Southern California **February 2022 – Present**
- Won HackSC 2022, USC's premier hackathon, in the Entertainment category by designing and coding a hyper-casual word game for web under the working title Writus.
- Leading development of iOS release which adds goals for existing players, refines onboarding of new players, introduces monetization, and polishes all aspects of gameplay.

Game Jams **2016 – Present**
- Completed more than 15 weekend-long game development competitions called game jams.
- Prototyped and polished mechanics for 2D action and puzzle games in Game Maker Studio.
- Placed 40th out of 5,714 submissions in GMTK Game Jam 2021 with minimal puzzle game "Clump".
- Placed 245th out of 6,136 submissions in GMTK Game Jam 2022 with hectic action game "Do or Die".

Rocket Propulsion Lab – University of Southern California **January 2022 – Present**
- Building custom internal web services used by over 300 club members with Java, HTML, CSS, and JavaScript.

Competitive Programming – Colorado Academy **April 2019 – April 2021**
- Won 1st at HP Fort Collins' Code Wars 2021 using Java.
- Placed 2nd at Lockheed Martin Denver's Code Quest 2019 using Java.

SKILLS

- Programming Languages: C++, Java, JavaScript, TypeScript, Python
- Frontend: React, HTML/CSS, NextJS, React Native
- Misc: Linux, Git, Heroku, Firebase, NodeJS, ExpressJS, Game Maker Studio