Levi Walker Pole

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QUALIFICATION SUMMARY

Humboldt State University: **Cumulative GPA:** 3.46
Bachelor of Science in Computer Science **Graduation:** May 2019

SKILLS and COMPLETED COURSES

Programming Languages	C++, C#, JavaScript (React, Node), Java, HTML, CSS, PHP, SQL, NoSQL, XML, PowerShell
Technologies	Laravel, LAMP, MERN, RESTful API, MySQL, SQLite, MongoDB, AWS, Heroku, Nginx, Parse, Xamarin, Tensor Flow
Software	Git, Postman, Android Studio, GitHub, phpMyAdmin, Unity
Development Methods	Agile, Scrum, Waterfall

EXPERIENCE SUMMARY

Tech Fellow for CodePath.org (Android): January 2019 - Ongoing

- Facilitated all aspects of a class environment and explained technologies with code walkthroughs
- Created Android applications using **Java** and **XML** and connected to API's and technologies such as **Parse**, **Room**, **Heroku**, **SQLite**.

HSU ITS Labs & Classrooms: January 2019 - Ongoing

- Maintained computers, projectors, and the campus network at Humboldt State University.
- Remotely accessed the network with **Deep Freeze** to install software, update **group policies** and **active directories**, and for troubleshooting.
- Created a **Power Shell** script to **automate** a process to change files of multiple computers over the network

Full Stack Developer with Planet Rocket (Startup): May 2018 - January 2019

- Developed a web application with a **LAMP (Linux, Apache, MySQL, PHP)** stack on a **Laravel** framework that was open to any volunteers of the community to connect and support their ideas and each other's.
- Migrated to a **MERN (MongoDB, Express.js, React.js, Node.js)** stack which is **JavaScript** based and hosted it on a **AWS** CentOS 7 instance.
- As a team of 4, we used **Agile** and **Scrum** to organize our efforts and **Github** as our version control.

Data Structures and Algorithms (C++):

- Built a strong foundation with **data structures** and **algorithms** both in code with **C++** and conceptually.
- Deep understanding of **pointers**, **linked lists, OOP**, **memory management**, and **C++** as a whole.
- Created programs that used data structures and algorithms together, such as a **graph** and **Dijkstra's Algorithm.**

Computer Science Grader: September 2017 – January 2018

- Reviewed and graded student's assignment's in Dr. Racket and C++.
- Developed an acute attention to detail and excellent debugging abilities to accurately grade assignments.

RELEVANT PROJECTS

Planet Rocket V1 & V2:

- Version 1 was made with a **LAMP** stack. Version 2 was made with a **MERN** stack.
- Worked with the **Laravel** framework which uses a **PHP** backend, a **HTML** and **CSS** frontend, a **MySQL** database, and used **phpMyAdmin**.
- Setup a **NGINX** backend server on **AWS** to serve our **React.js** frontend and setup a **MongoDB** database which used **NoSQL.**

2D Unity Game:

- Created a 2D player vs player platformer in Unity.
- Used **C#** as the scripting language to create movement, spawn objects, to handle throwing objects, and manage the game.
- Practiced the **workflow** of game development, **level design**, **game physics**, **scripting**, **importing** and **using assets**, **tile maps**, and the **unity editor**.

Instagram Clone:

- Created an Instagram clone with **Java** and **XML** in Android Studio.
- Accessed the **Parse** API, took and saved photos, used fragments to switch activities, and practiced layout design.

Google Vision App:

- Created an app with **C#** and **Xamarin,** that utilizes the **Google Vision API** to categorize images.
- Performed Bitmaps manipulations to process images.
- Accessed the user's camera to capture photos for categorization.

ToneDeath (HSU Hackathon 2019):

- This is an app that uses a **MERN** stack and a ML backend with **TensorFlow**.js to create original **MIDI** Files from one or more **MIDI** Files (unfinished)
- Learned how to use **TensorFlow** to create models, train models, and to create predictions