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

EXPERIENCE

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

- Served as an instructor for the Android Applications course at Humboldt State University
- Required a high degree of understanding of the curriculum topics, including but not limited to: **Java**, **C#**, **Android Studio**, **Visual Studio**, **Gradle**, **Xamarin**, **(A)XML**, and **Git**
- Assisted in teaching the for credit course of 15 students over a 15 course period, with 2 lectures and a lab each week

HSU ITS Labs & Classrooms: January 2019 - Ongoing

- Maintained computers, projectors, and the campus network at Humboldt State University.
- Delivered quality **Customer Support** and **Troubleshooting.**
- 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