

Margot Bohlin

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OBJECTIVE

Seeking an entry-level full-time position to apply strong Python skills and mathematical background. Eager to contribute to Model-Based Systems Engineering or Data Analytics projects, while gaining hands-on experience in areas such as Artificial Intelligence, Software Development, Machine Learning, and Systems Engineering.

EDUCATION

University of North Carolina at Chapel Hill

Chapel Hill, NC

Bachelors in Computer Science, *Minors* in Data Science and Information Systems

Expected May 2025

Relevant Coursework: Data Structures and Algorithms, Foundations of Programming, Discrete Structures, System Fundamentals, Computer Organization, Visualization Design Methods, Introduction to VR and 3D Graphics

TECHNICAL SKILLS

Languages: Python (Proficient), Java (Proficient), HTML (Proficient), CSS (Proficient), C (Familiar), MIPS (Familiar)

Tools/Frameworks: JUnit, JavaFX, PyTest, GitHub

PROJECTS

Personalized Website (HTML, CSS, JavaScript)

August 2024

- Designed and developed a multilevel website using HTML and CSS, focusing on a responsive and visually appealing user interface
- Incorporated JavaScript to introduce dynamic content, enhancing the interactivity and user engagement of the website

Akari (Java)

April 2023

- Designed and implemented a JavaFX-based dynamic GUI application for the single-player logic puzzle game, Akari
- Demonstrated proficiency in Java and utilized JUnit for rigorous testing
- Applied the Model-View-Controller design pattern to ensure a modular and maintainable codebase
- Iteratively designed the user interface to enhance user experience, ensuring an intuitive and user friendly interaction with application

Shopping (Java)

April 2023

- Implemented the observer design pattern to create a price monitoring game, simulating a mall sale
- Orchestrated a dynamic system where a player could actively monitor and respond to events, contributing to an engaging user experience
- Assured the functionality of the game by testing and validating the implementation of various components using JUnit

WORK EXPERIENCE

Computer Science TA

Chapel Hill, NC

University of North Carolina at Chapel Hill - Computer Science Department

August 2024 – Present

- Tutor 300+ students in Java fundamental programming concepts including object oriented programming, errors and exceptions, and design patterns
- Work closely with the professor and fellow TAs to streamline grading processes for student evaluations, provide valuable feedback, and contribute to curriculum updates, ensuring the course content is effective

UNC Uplift Plus

Chapel Hill, NC

Counselor

July 2024

- Led academic enrichment and college readiness workshops for low-income and underrepresented NC high school students, focusing on essay writing, college application preparation, and leadership development
- Provided personalized mentoring and support, promoting cultural competence and facilitating connections with campus resources and undergraduate admissions representatives to enhance participants' college readiness

UNC Faculty-Staff Recreation Association

Chapel Hill, NC

Lifeguard/Swim Instructor

June 2019 – August 2023

- Consistently demonstrated commitment and reliability in overseeing safety for up to 300 patrons across five consecutive years. Maintained chemical balance, swiftly responding to emergencies with CPR and First Aid skills
- Conducted private swim lessons for ages 3-9, tailoring instruction to individual needs and adapting teaching methods for optimal learning