Matthew Jilk

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GitHub | LinkedIn

Seeking Position in: **CNC Programming**

I am a skilled and highly motivated programmer who has been writing code since middle school with an in-progress computer science degree and experience in a professional programming setting working with a small team. I can work part time during the summer and full time after I graduate.

Technical Skills

Languages:	C, C++, Java, Python, SQL, C#, JavaScript, HTML, CSS
Frameworks:	Telerik Test Studio, SDL2, PyGame
Tools:	GitHub, TFS, Team City, Bash, LINQ, Apache, MySQL/MariaDB CLI, Visual Studio, VSCode
Other/Miscellaneous:	SCRUM, Unit Testing, Team Programming, Microsoft Office Suite

Education

- Winona State University | Aug 2021 – Aug 2023 (expected)
  Bachelor's Degree in Computer Science, 3.43 GPA
  Computer Science Club guest speaker

- Normaldale Community College | Aug 2019 - May 2021
  Associate's degree in Computer Science, Computer Science Transfer Pathway
  Member of Phi-Theta Kappa and Academy of Math and Science

- Prior Lake High School | Sep 2015 – Jun 2019
  High School Diploma, 3.8 GPA

Professional Experience

- Winona State Software Testing and Development Lab | Sep 2021 – May 2022
  Developed and implemented automated unit tests in C# using Test Studio for Watlow's Composer software in a SCRUM, CI/CD team that ranged from three to five.

Projects

- WSU Mentorship Website | extracurricular project another student and I were recruited for
  A website to match mentors and mentees at Winona State University written in HTML, CSS, JavaScript, PHP, and SQL.
- ttrs | personal project
  A highly customizable realization of Tetris written in C++ using SDL2.

References available upon request.