

# Matthew Jilk

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[LinkedIn](#) | [GitHub](#)

*I am a highly skilled and conscientious 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.*

## 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, 3.93 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, 3.84 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.*