Matthew Jilk

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LinkedIn | GitHub

I am a skilled and highly conscientious programmer who has been writing code since middle school with an in-progress computer science degree and experience wrking in a professional programming setting with a small team. I can work part-time this summer and full-time from the end of August onwards.

Technical Skills

Languages:	Python, C++, Java, C#, SQL, JavaScript, HTML, CSS
Frameworks:	PyGame, SDL2, Telerik Test Studio
Tools:	GitHub, TFS, Team City, Bash, LINQ, Apache, MySQL/MariaDB CLI, VSCode, Vim, Visual Studio
Other:	SCRUM, Unit Testing, Team Programming, Fusion 360, 3D Printing, Microsoft Office Suite

Education

- Winona State University | Aug 2021 – Aug 2023 (expected)
    - B.S. in Computer Science
    - Cumulative GPA (excluding Normandale) of 3.24 (mean) and 3.73 (median)
    - Computer Science Club guest speaker
- Normandale Community College | Aug 2019 – May 2021
    - A.S. in Computer Science, Computer Science Transfer Pathway
    - GPA of 3.45 (mean) and 3.5 (median)
    - Member of Phi-Theta Kappa and the Academy of Math and Science
- Prior Lake High School | Sep 2015 – Jun 2019
    - High School Diploma, GPA of 3.84 (mean)
    - 36 on ACT English, 31 overall (mean)

Professional Experience

- Testing Engineer Intern | Sep 2021 – May 2022
  Developed and implemented automated unit tests in C# using Test Studio in Visual Studio for Watlow's Composer 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
  Matches mentors and mentees at Winona State University. Written in HTML, CSS, JavaScript, PHP, and SQL.
- ttrs | Personal project
  Hyper-customizable realization of Tetris written in C++ using SDL2.

References available upon request.