Matthew Jilk

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LinkedIn | GitHub

I skilled and highly 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. I can work part time over this summer and full time after August.

Technical Skills

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

Education

- Winona State University | Aug 2021 – Aug 2023 (expected)
  - B.S. in Computer Science, 3.43 GPA
  - Computer Science Club guest speaker
- Normaldale Community College | Aug 2019 – May 2021
  - A.S. in Computer Science, Computer Science Transfer Pathway
  - Member of Phi-Theta Kappa and the Academy of Math and Science
- Prior Lake High School | Sep 2015 – Jun 2019
  - High School Diploma, 3.84 GPA
  - 36 on ACT English, 31 overall

Professional Experience

- Winona State Software Testing and Development Lab | 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
  A website to match mentors and mentees at Winona State University written in HTML, CSS, JavaScript, PHP, and SQL.
- ttrs | Personal project
  A hyper-customizable realization of Tetris written in C++ using SDL2.

References available upon request.