CHASEN MAULDIN

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EDUCATION

Oregon State University   August 2023
Bachelor of Science, Computer Science
- GPA *3.46*
- Relevant Coursework: *Operating Systems, Databases, Data Structures & Algorithms, Usability and User Interface Design, Software Engineering, Computer Architecture*

The University of Texas at Austin   August 2020
Bachelor of Science, Graduated
- Certificate in Computer Science: Machine Learning and Analytics, Computer Operations and Systems, Data Visualization

SKILLS

Technical /Computer Skills: *Python, C, Java, MongoDB, Software Engineering, Software Testing, Test Designs/Test Cases/Unit Testing, Computer Engineering, JavaScript, CSS, Debugging Software, Problem-Solving, Creative, Leadership, Communication, Multitasker, Flexible, HTML, C++, REST, Product Design, Distributed System , Design Patterns, Multi-Threading, Algorithms. API Design, UX, Time Management*
Certifications: *Certificate in Elements of Computing from The University of Texas at Austin*

PROJECTS

AI Coder Job Tracker
Artificial Intelligence Research and Development, Python, Flask, Adzuna API, Google Cloud Services
- Conducted extensive research on AI LLMs such as Github Copilot, ChatGPT, Bard, and Claude to enhance the development process
- Leveraged AI tools to design and implement a functional Job Tracker web application, streamlining internship and job hunting for students while resulting in a 30% reduction in the time it takes to track and manage their job applications.
- Documented the research findings, revealing optimal techniques for utilizing AI tools and their potential in software development

Chasen Gains
React, Express, MongoDB
- Developed an interactive fitness tracking web app using React, Express, Node.js, and MongoDB, exemplifying strong front-end and backend development skills
- Constructed a responsive UI with React for intuitive exercise logging and tracking. Implemented a REST API back-end with Node/Express for server logic, integrating smoothly with the front-end

Deep
JavaScript, Phaser 3
- 2D exploration RPG game developed using JavaScript, powered by Phaser 3 with matter physics. Players embark on an underwater adventure as a submarine camera, encountering challenges, collectibles, and power-ups while striving to return to the surface
- Effectively collaborated and communicated within a team during the game development process, showcasing strong motivating teamwork skills and adeptly managing conflicts to contribute to a positive and harmonious team atmosphere

EXPERIENCE

KidzToPros, Austin, TX   April 2021 - August 2022
STEM Programming Instructor
- Taught various topics such as Python Development, Video Game Design, Databases, and Product Development
- Prioritized helping students troubleshoot issues by urgency and impact to maximize learning outcomes
- Reduced students' debugging time by 20% through workflow optimization

LEADERSHIP & COMMUNITY INVOLVEMENT

Planet Longhorn, Austin, Texas   January 2017 - June 2019
President, Vice President, Treasurer, Philanthropy Chair
- Introduced a scholarship program in Fall 2018, offering 4 different scholarships for Planet Longhorn members looking to study abroad, fostering global awareness and intercultural experiences
- Encouraged members to step outside their comfort zones by engaging in conversations with individuals holding different cultural perspectives, further enhancing their intercultural skills
- Led one of the largest student organizations on campus, increasing membership from 220 to 400 members, facilitating a broader exposure to global perspectives