Mark Bundschuh // Software Developer

OBJECTIVE

Internship opportunity for Summer 2024 that lets me apply and grow my skills in software.

INTERESTS

Software development, Linux, homelab & server administration, cybersecurity.

EDUCATION

The Ohio State University, BS in Computer Science and Engineering. December 2025 expected graduation.

CONTACT

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- 📍 Columbus, OH

TECHNICAL SKILLS

LANGUAGES/FRAMEWORKS/LIBRARIES

- TypeScript
- React
- Next.js
- Svelte
- TailwindCSS
- CSS
- Rust
- Zig
- C
- C++
- Python
- C#
- Bash/shells

INFRASTRUCTURE

- Debian
- Ubuntu
- Fedora
- NixOS
- AWS
- Terraform
- Kubernetes
- Actions

TOOLS

- VSCode
- Vim/neovim
- Docker
- git

POWER SKILLS

- Experienced leader and good communicator
- Passionate about tech and driven to learn
- Disciplined about time management
- High work ethic
- Adaptable to any situation
- Logical problem solver

MISCELLANEOUS

Bilingual in English and German. Love playing in person games like Dungeons and Dragons, cards, or board games.

PROFESSIONAL EXPERIENCE

Kudu Dynamics — TypeScript · VSCode · C · Python

`Intern` `Summer 2023`

- Developed VSCode extension to assist in Linux Kernel development and bug triaging process for a DARPA effort.
- Integrated automated tooling to examine and reveal higher impact risks from known bugs in the kernel.
- Designed an inuitive UI to easily reproduce known CVEs and making finding potentially related bugs easier.
- Contributed to daily stand up meetings, sprint planning and retrospectives, as well as code reviews following an Agile-like development process.

Cybersecurity Club at OSU — AWS · Terraform · Docker

`President 2024` `Vice President 2023`

- Lead weekly in person meetings to introduce cybersecurity topics to OSU students and network with industry professionals.
- Manage club infrastructure on AWS with Terraform.
- Host BuckeyeCTF yearly, where last year included over 40 unique cyber-based player-solvable challenges, over 600 teams worldwide online, and 90 in person players.
  - Authored 11 challenges ranging from vulnerable websites to bespoke emoji-encoded programming languages.
  - Solved unexpected technical issues and kept 99.9% server uptime.
  - Organized and worked through logistical issues including coordinating with 7 different sponsoring companies to provide funding and prizes for the event.
  - Delegated tasks to members to play to their strengths and maximize team effectiveness.

INSIGMA IT Engineering GmbH — C# · CSS

`Intern` `Remote` `Summer 2021`

- Migrated a Visual Basic website to C# ASP.NET and Microsoft SQL.
- Designed dynamic user facing views with CSS and TypeScript.
- Communicated entirely in German.

PERSONAL PROJECTS

rhombusgg/rhombus rhombus.gg — TypeScript · Svelte

- Created a Jeopardy style competition platform for hosting CTFs
- Designed a cohesive and modern user interface, including extensive admin dashboards and following accessibility guidelines
- Implemented innovative features in the space such as scriptable health checks and a custom ticket support system interacting with Discord.

mbund/canvas-cli — Rust

- Interactive command line interface tool for automating common tasks as a student in OSU's learning management system, Canvas.
- Ensured compatibility with any university using Canvas by using offical REST APIs.

mbund/homelab docs.mbund.org — Kubernetes

- Recycled old hardware into personal servers using Kubernetes to breathe new life into them.
- Automated deployment of popular services such as Bitwarden, Nextcloud, Prometheus, Grafana and more using GitOps principles.
- Practiced backup and disaster recovery with automated offsite cloud backups to keep important data safe.