MERIN MUNDT

OBJECTIVE

Seeking to improve my practical programming skills and expand my professional experience working with real-world application of software engineering through an internship available Summer 2019.

CONTACT

Phone: (813)-856-6377
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GitHub: github.com/merinmundt

SKILLS

Languages: Java, JavaScript, C/C++, HTML, CSS

Frameworks/Databases/Libraries: Git, Linux, MySQL, Android Studio, Mac OS, Windows, Shell Scripts, Object Oriented Design

VOLUNTEER EXPERIENCE

- **SAAC (Student Athlete Advisory Committee):**
  - Service mission in May of 2018 to Costa Rica.
  - Volunteer Student Athlete of the month November 2018

- **DRIVEN Leadership Program**
  - 200+ hours of community service
  - Events: Sporting events (concessions), Salvation Army, children's fundraisers, and more.

EDUCATION

Iowa State University, Ames, Iowa
Bachelor of Science in Software Engineering, Minor in Fashion Design
Graduation – **May 2020**
GPA – **3.46/4.00**,
Dean's List – Fall 2016, Spring 2018, Fall 2018
Academic All Big 12 First Team 2017, 2018

SOFTWARE PROJECT EXPERIENCE

Parlor Games – (Java, Android Studio, Git, MySQL)
August 2018 – December 2018
- Created an android application using Android Studio that allowed users to play several games and chat with friends.
- Designed parts of the user interface to enhance user experience
- Wrote optimized queries to store and receive data from the database.
- Utilized git for continuous integration and version control.

RougeLike Dungeon Map Game – C/C++
September 2018 – Present
- Created a dungeon game in C and C++.
- Wrote algorithms to generate walls, weapons, rocks, tunnels, and stairs used in the game.
- Utilized Dijkstra's algorithm to generate movement for the characters in the game.
- Learnt several C and C++ concept such as memory management and high-level programming.

Farming Island Survival initiative – Java,
September 2017 – May 2018
- Created a game engine using the Light Weight Java Game (lwjgl) library.
- Integrated the game engine to a build a survival farming game in Java.
- Utilized JDBC to send and retrieve data to and from an SQL database.
- Designed several parts of the UI to make the application interesting and keep users engaged.

LEADERSHIP AND STUDENT ATHLETE EXPERIENCE

Leadership
- DRIVEN leadership program: lead students and community members in service opportunities.
- SAAC: Currently lead student athletes in service drives.
- Coaching: Lead kids in drills, and games, while teaching them the importance of team work and the fun of soccer.

Student Athlete Experience
- I am a Student Athlete at Iowa State University being on the Women's Soccer team.
- Skills: Responsibility, Leadership, Commitment, Teamwork, Competitiveness, Discipline, Ability to be on time, Problem solving, Communication
- Academic All Big 12 First Team 2017, 2018

References

Jason Follett
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515-294-9067
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Relationship: Academic advisor through Engineering program

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Relationship: Teacher for Software Development Practices class

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Head Coach
970-219-6204
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Relationship: Head coach for collegiate soccer career