

## Education

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**Winona, MN****Winona State University****Fall 2012 - Spring 2016**

- BS in Computer Science, *cum laude*
- GPA: 3.68/4.00
- Dean's List: 6 Semesters

## Employment

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**Software Engineer****Infinite Campus, Blaine, MN****May 2016 - Present**

- Developed accessible **Angular** web applications used by students, parents, and teachers.
- Implemented **Angular** unit tests with **Karma** and **Jasmine**.
- Created **React Native** mobile app to help students and parents access school work.
- Built REST APIs with **Java/Spring Boot** and **NodeJS**.
- Deployed various microservices with **Docker** and **Kubernetes**.
- Onboarded and mentored new developers/interns.

**Software Tester/Developer****Digi International, WSU, Winona, MN****September 2014 - May 2016**

- Conducted manual system tests on software.
- Developed testing tools for debugging embedded devices.
- Collaborated with others on software development projects.

## Technical Skills

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- Languages: Typescript, Javascript, HTML, SCSS, Java, Go, SQL
- Frameworks and Libraries: Angular, React, React Native, Hibernate, Node.js, Spring Boot
- Tools: Git, Linux, Docker, Kubernetes, Jenkins, MongoDB, Elasticsearch, Jira

## Projects

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- Server Status: (<https://github.com/mgerb/ServerStatus>) A Discord bot that monitors server uptime. **Go, Docker**
- Classic WoW Forums: (<https://github.com/mgerb/classic-wow-forums>) A reimplement of the World of Warcraft forums as they were back in 2005. **Typescript, React, Elixir, PostgreSQL, Docker**
- Discord Sound Bot: (<https://github.com/mgerb/go-discord-bot>) A web UI allowing users to upload and play sound clips through a Discord server. **Go, Typescript, React, SQLite**
- Other notable projects here: <https://mitchellgerber.com/projects>