

# Micah Tidball

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## EDUCATION

### University of Nebraska-Lincoln

Lincoln, NE

*Bachelor of Science in Computer Science and Data Science*

*Aug 2025 – May 2029*

- **Jeffrey S. Raikes School of Computer Science and Management**

A highly competitive honors program accepting 40 students a year that integrates computer science and business concepts with an emphasis on real-world experience

### Surabaya European School

Surabaya, Indonesia

*High School Diploma, Cambridge A-Levels (Computer Science, Physics, Mathematics)*

*Aug 2021 – May 2025*

- GPA: **4.0** | SAT: **1550** | Involvements: Robotics Programming Lead (C++)

## EXPERIENCE

### Software Engineer Intern

Sep 2025 – Present

*FindU*

*Lincoln, NE*

- Architecting a personalized scholarship-swiping page with a matching algorithm leveraging **Swift**, **Supabase**
- Building 1-to-1 slug-based implementations of multi-page Figma designs using **React**

### Software Engineer Intern

Aug 2024 – Jan 2025

*Restoring Rainbows* | <https://www.restoringrainbows.org/>

*Remote*

- Engineered an interactive organizational website serving **9,000+** supporters using **React**, **Node.js**, **Firebase**
- Built an admin dashboard with **30+** backend functions to manage content across the site and **200+** chapters
- Enhanced website functionality by integrating **OpenStreetMap** and **Instagram** APIs

## PROJECTS

### Mira (Volunteer Platform) | React, Node.js, Firebase, Stripe

- Co-developed a platform for organizations to post / manage volunteer positions and for students to apply
- Wrote and implemented **20+** backend functions handling database **CRUD** and subscriptions
- Pitched the product and secured partnerships with **10+** non-profit organizations

### Me2 (Chat App) | React, Node.js, Firebase

- Co-developed a platform to connect students with shared interests and combat loneliness
- Hosted **50+** chat rooms to date, driven by a four-data-point compatibility matching algorithm

### Impossible Platformer (2D Game) | Python, Pygame, Openpyxl

- Engineered a 2D Mario-style platformer with multiple levels, using **40+** assets to animate sprites
- Designed physics-based movement and responsive masked collisions

## ACHIEVEMENTS & AWARDS

### 2nd Place, Hack Midwest

Oct 2025

- Used **React**, **Python**, **MongoDB Vector Search** to analyze startup ideas against **5,000+** YC startups

### Outstanding Cambridge Learner Award

Jun 2024

- Achieved the highest score in Indonesia for AS-Level Computer Science

## TECHNICAL SKILLS

Languages & Technologies: Python, Java, C#, C++, Swift, JavaScript, TypeScript, React, Next.js, TailwindCSS, ASP.NET, SQL, MongoDB, Firebase, Supabase, Git, Agile Development Processes