Matthew **Radtke**

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Education

University Of Wisconsin - Madison *Madison, WI*

BS in Computer Science *September 2016 – December 2019*

GPA: 3.5

Work Experience

Miller Electric *Appleton, WI*

Web Developer Intern *May 2018 – January 2020*

- Rebuilt outdated internal applications in a modern language to be more accessible by users and maintainable by developers
- Built custom full stack applications from scratch for assisting order validation and shipping in C#

Miller Electric *Appleton, WI*

Web Developer *January 2020 – Present*

- Worked with digital marketing team members to implement front and backend features onto the ITW Welding Public Websites in a Sitecore C# Environment
- Troubleshooted and created solutions for various issues with the Public Websites via ticketing system
- Developed tools to integrate and synchronize product information for multiple companies across multiple environments
- Developed and maintained a console label application to assist with warehouse operations
- Developed C# API endpoints to integrate with Public Website needs such as registering products for customers
- Rebuilt a multi-site solution with best modern practices to allow faster future development in Sitecore and C#

Skills

Programming Languages: C#, JavaScript, jQuery, SQL, Java, C++, C, Python, React
Programming Skills: Algorithms, Optimization, Machine Organization, Web Development, Unit Testing
Tools: Sitecore, Git, Linux, bash, SSMS, Powershell, SQL Server, Entity Framework, Linq

Projects

C++ Object Relational Mapper *C++, sqlite*

A console application that reads from a sqlite database file and generates C++ files and classes automatically. This allows a C++ program to interact with and modify a sqlite database via object oriented programming.

https://github.com/mradtke9019/Library-System/tree/master/Object-Relational-Mapper

Library System *C#, C++, SQL Server, sqlite*

This project is an implementation of a library system. It consists of two separate implementations, one in C++ and one in C#. They use an account/identity system, checkout books, add books, etc. The C# application uses a Microsoft SQL Server Database while the C++ project utilizes the sqlite object relational mapper to store data into the database.

https://github.com/mradtke9019/Library-System

Graphics Town *JavaScript, WebGL*

Graphics application written in JavaScript that utilizes many pieces of the rendering pipeline to create a visually interesting 3D scene. Concepts involved include: Texturing, Texture coordinates, multi textured surfaces, bump mapping, programming 3D models, 3D modelling transforms and basic transforms via TWGL, working with WebGL, fragment/vertex shader programming, creating a Skybox, and hermite curves.

http://pages.cs.wisc.edu/~radtke/GraphicsTown/p7.html

WI Shell *C, Linux*

Created a basic shell in C that can execute other programs. Implemented some of the basic features of a shell including history, cd, redirection, and setting the PATH variable to find binary executables. Execution of executables involves forking a child and replacing the child's code segment with the new exe's code segment. Parent shell then waits for child to finish execution.

https://github.com/mradtke9019/WI-Shell