Mark Runkle

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Education

Aurora University GPA: 3.85   **December 2026**
Bachelor of Science in Computer Science and Cybersecurity   *Aurora, Illinois*
- **Relevant Coursework:** Data Structures and Algorithms, Object-Oriented Programming, Operating Systems Admin, Web Application Development

Experience

Aurora University   **March 2024 – Current**
Campus Public Safety Student Worker   *Aurora, Illinois*
- Conduct systematic patrols of campus buildings, parking lots, and properties, identifying potential security risks and ensuring safety protocols are followed.
- Monitor and report irregular activities during events using radio communication systems to ensure real-time data relay and fast response times.
- Execute incident response by providing foot escorts and offering emergency assistance in a timely, organized manner.
- Document and report operational status of facilities, contributing to decision-making and improving safety measures on campus.

Moline Park's and Recreation   **December 2022 – April 2023**
Sport's Camp Organizer   *Moline, Illinois*
- Coordinated and optimized schedules for daily sports activities, ensuring efficient use of resources and maintaining a well-structured program.
- Supervised the handling and maintenance of sports equipment, employing problem-solving to address equipment failures and ensure smooth operations.
- Led the management of support staff, providing structured direction to ensure operational efficiency and a consistent user experience for all participants.

Projects

Yahtzee Web App | *JavaScript, HTML, CSS, Grid*   **November 2024**
- Built an interactive Yahtzee game for desktop and mobile using **JavaScript**, **HTML**, and **CSS**.
- Implemented official Yahtzee scoring rules with dynamic game logic to ensure accurate gameplay and usability.
- Designed a responsive user interface, using **CSS Grid**, to deliver a seamless experience across devices.
- Integrated **local storage** and **JSON** to allow users to resume gameplay at any time.

Feed Simulator for Social Media Platforms | *Java*   **October 2024**
- Developed a simulation system for feed updates and analysis across multiple social media platforms.
- Implemented **Strategy**, **Observer**, and **Factory** design patterns to enhance system extensibility and maintainability.
- Designed a random feed generator and custom analytics module for word frequency analysis using flexible strategy patterns.
- Utilized Java collections and file I/O for efficient data management and processing.

Weather App | *JavaScript, HTML, CSS*   **September 2024**
- Developed a web application to display real-time weather data using **OpenWeatherMap API** and **JavaScript**.
- Designed a user-friendly interface with **HTML** and **CSS**, including autocomplete features for city searches.
- Optimized API integration for fast response times, ensuring smooth and reliable user interactions.
- Implemented data handling techniques to display temperature, humidity, and wind speed in an intuitive format.

Technical Skills

Languages: Java, JavaScript, Python, HTML/CSS
Developer Tools: InteliJ, WebStorm, VS Code, Cursor
Technologies/Frameworks: Springboot, Bootstrap,

Extracurricular

Computer Science Club   **Fall 2024 – Present**
Member   *Aurora University*
- Organized or facilitated club activities, improving event planning and leadership experience within a tech-focused community
- Attended workshops and presentations on emerging tech topics, staying up-to-date with industry best practices.
- Initiated a personal or group project with club members, demonstrating project management and technical execution from idea to completion.