Mark Thibodeaux

Computer Science
Louisiana State University, Baton Rouge LA
Software Engineering Major and Digital Media Minor
GPA: 3.49
Major GPA: 3.3

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Experience

Software Engineer Intern   **Summer 2019**
Baker Hughes, New Orleans, LA
Responsibilities
- Created additions to an existing Baker Hughes project that consisted of both front-end and back-end work used to monitor information on a BP oil rig in the Gulf of Mexico.
- Learned to use git commands and Github for version control of projects.
- Worked on French Quarter Fest phone app with other interns to update any changes requested by the project owners, which is available to the 80,000+ attendant of the festival.
- Used the agile development with my team by attending daily stand-up meetings, sprint planning, present demos of our progress, and sprint retrospectives.

PC Support   **July 2017 – May 2020**
LSU ITS, Baton Rouge, LA
Responsibilities
- Deployed new computers for incoming LSU employees
- Reimaged and DBANed old devices from LSU employees.
- Took inventory of LSU owned machines
- Prepared workstations for group meetings held in the ITS building.
- Worked directly with other LSU employees to solve either hardware or software issues on their devices.
- Stayed up-to-date on any assignments that came in via our FootPrints service.

Student Worker   **June 2016 – July 2017**
LOUIS Libraries, Baton Rouge, LA
Responsibilities
- Moved all files and information from old LOUIS website to a new one.
- Assisted my supervisor in building/developing a new company website.
- Became familiar with HTML/CSS in order to use my knowledge to make any changes to the website
- Completed all assignments given to me so we could release the new website as soon as possible.

Language/Libraries

Java, Spring, HTML, CSS, C#, JavaScript, TypeScript, Angular, React, Ionic, Python, XML, XAML, Bootstrap, SQL, git

Software

IntelliJ Idea, Microsoft Visual Studio, Visual Studio Code, Postman, XCode, Github, Unity, Atom

Courses

Object-Oriented Design, Discrete Structure, Computer Design, Programming Languages, Software Systems, Data Structures, Numerical Methods, Database System Development, Compiler Construction, Video Game Design

Soft Skills

Teamwork, Communication, Leadership, Self-Teaching, Troubleshooting, Adaptability, Time Management, Organization

Projects

French Quarter Fest App	Summer 2019
ShootingStar Studios	January – May 2019
Global Game Jam 2019	January 2019
Study Buddy	Sept 2018 – Dec 2018
LOUIS Libraries Website	June 2016 – July 2017