Ezrelle Myhre-Hager

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Objective

Seeking a challenging Android Engineer position where I can apply my strong problem-solving skills to design and develop innovative solutions using development tools and technologies.

Education

University of Minnesota, Twin Cities   Graduation Date: May 2021
Bachelor of Science, Computer Science   GPA: 3.33

Technical Skills

Programming Languages: Kotlin, Python. Javascript, HTML, CSS
Software: GitHub, Visual Studio, Android Studio, Tableau
Other Skills: Jetpack Compose, XML, Android Development, Agile/Scrum, Code Review, Technical Documentation, Pandas, Postgres, Data Visualization, Data Engineering, SQL and no-SQL databases, and machine learning

Experience

Target Corporation

Software Engineer - Android Developer Ship to Home   Aug 2023 - present
- Made huge contributions to the shipment tracking feature within the Target App, allowing for guest's to have seamless visuals for tracking their packages to being shipped: Animations, Tracking, Photo Confirmations, Universal Links
- Led the implementation of snapshot testing for the shipping fulfillment with all shipping scenarios within the Target app. Allowing for future engineers to reuse the code and making UI debugging faster and more efficient.
- Won innovation week due to my desire to give guests more interactive features within Target Stores.

Software Engineer - Android Developer Basket Building   Oct 2022 - Aug 2023
- Played a key role in implementing Target's Essentials Bottom Tab, with a primary focus on improving user engagement. Significantly contributed to the development of the 'You may also like' segment, leveraging guest shopping behavior and cart contents to recommend new products. This strategic implementation not only elevated user experience but also led to a notable increase in cross-selling and customer satisfaction metrics.
- Resolved a significant number of tech debt tickets in the first quarter, eliminating most UI bugs in the Essentials Tab. Enriched user experience and product stability.

Certificates

- University of Minnesota - Boot camp certificate, Data Visualization and Analysis   Jun 2024

Relevant Activities

- Engineering a health related app with basic capabilities of most common health apps today: calorie tracking, weight tracking.
- Designing social media elements into the health app in hopes to have meaningful connections with audiences.
- Created a Data Engineering ETL Pipeline with Spotify Data with a corresponding Flask API for fetching that data allowing for anyone to seamlessly use for data analysis.