OLIVER LATOCKI

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EDUCATION

University of Minnesota

Minneapolis, MN

Bachelor of Science in Computer Science

Graduation May 2021

• GPA: 3.66

SKILLS

Languages: C#, Java, C++, C, Python, SQL, JavaScript, HTML/CSS

Database skills: SQL Server, LINQ, LINQPad, SSMS

Frameworks: .NET Framework, ASP.NET, Entity Framework, Json.NET **Developer Tools**: Git, Visual Studio Professional, MSTest, Azure DevOps

Methodology: Agile

EXPERIENCE

Optum - UnitedHealth Group

Eden Prairie, MN

Software Engineer Intern

June 2020 – Aug. 2020

• Extended accessibility of enterprise's IAM service via an API microservice; to be consumed by other

- in-house applications. Feature will save the enterprise >10,000 hours yearly in access management

 Developed back-end queue processor to read and parse IAM approval data from the API endpoint
- ASP.NET C#, SQL Server, MSTest, Azure DevOps

Minnesota Supercomputing Institute

Minneapolis, MN

Help Desk Consultant

June 2019 - Present

- Provided first point of contact for researchers using MSI seeking technical support
- Executed administrative tasks surrounding users, user data, various scientific computing software; all via Unix environment

Projects

Multithreaded Map/Reduce Program | (github.com/olatoc/csci4061-pa3) | C

Fall 2019

• Wrote a program to demonstrate the use of multithreading and mutexes to solve a Map/Reduce problem with POSIX Threads

C++ Game Using SDL | (github.com/olatoc/sdl) | C++

July 2019

• Created the skeleton of a 2D platformer game; implemented gravity, enemies, and projectiles

Personal Website | (github.com/olatoc/site) | HTML/CSS

Jan. 2020

• Created personal portfolio using HTML and Bootstrap CSS

Java Pong Game | (github.com/olatoc/pong) | Java

Jan. 2019

• Made Pong-like game in Java with Swing

Python Plane Game | (github.com/olatoc/python-plane-game) | Python

Dec. 2018

• Wrote a simple plane side-scroller game using Python with Pygame