

# Oliver Latocki

Minneapolis, Minnesota

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[LinkedIn](#)

[GitHub](#) ([github.com/olatoc](https://github.com/olatoc))

[Website](#)

## SUMMARY

Computer science student interested in development and IT. Thrives working on a team and sharing ideas with others on projects. Well-rounded in digital literacy, critical thinking, and problem solving.

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## EDUCATION

### **University of Minnesota – Twin Cities**

Expected Graduation – 2021

- B.S. in Computer Science
  - GPA: 3.62
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## EXPERIENCE

### **Minnesota Supercomputing Institute**

2019 – present

- Student help desk consultant
- Provided first point of contact for researchers using MSI seeking technical support:
  - Administrative tasks regarding users, user data, user jobs, and system statistics; interfaced with a vast Unix environment via ssh, consisting of several nodes and layers of security
  - Troubleshooting errors thrown by various software including Python, R, MATLAB, etc.
  - Provided general consultations with students and faculty seeking to start research at MSI

### **Hy-Vee**

2016 – 2018

- Cashier, dairy/frozen department clerk; employed excellent customer service, experience
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## PROJECTS

### **C++ Game with SDL**

[View GitHub](#)

- Skeleton for a 2D side-scrolling game, implementing gravity and enemies

### **Personal Website**

[View GitHub](#)

- Personal website written in HTML and CSS with Bootstrap

### **Python Game**

[View GitHub](#)

- 2D side-scrolling plane game written in Python with Pygame

### **Java Game**

[View GitHub](#)

- Pong-like game written in Java with Swing
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## SKILLS

- **Programming** Java, C, C++, Python
- **Web** HTML, CSS, Bootstrap
- **General** user support, technical troubleshooting, Linux, Windows, MacOS
- **Tools** Visual Studio, git, svn, Bash, Unix commands

## COURSEWORK

### *Computer Science/Math*

- Data Structure and Algorithms
- Intro to Machine Architecture/Organization
- Intro to Operating Systems
- Advanced Programming Principles (functional)
- Calculus I, II, Linear Algebra, Discrete Math