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### Profile

Passionate and motivated team player and leader able to engage others in discussion. Has a devotion to learning about how systems of all types work and interact with each other. Excels at managing projects by focusing on splitting up large goals into attainable tasks with achievable deadlines. Proficient in gathering input from a multitude of sources to comprehend situations and better achieve goals.

### Education (ongoing)

**BACHELOR OF ARTS IN MATHEMATICS, BACHELOR OF ARTS IN GEOGRAPHY** **EXPECTED MAY 2025**  
**MINOR IN COMPUTER SCIENCE | MACALESTER COLLEGE, ST. PAUL, MN (3.93 GPA)**

COMP 221 Algorithm Design/Analysis, COMP 225 Software Design/Development, GEOG 225 Intro to GIS, GEOG 262 Metro Analysis, GEOG 362 Remote Sensing of the Environment, MATH 375 Graph Theory, MATH 471 Topology, COMP 435 Data Visualization, MATH 377 Real Analysis

### Experience

**MATHEMATICS PRECEPTOR: MACALESTER COLLEGE MSCS DEPT** **SEPT 2023 – PRESENT**

- Conducts one-on-one and group tutoring sessions for students in Linear Algebra and Algebraic Structures to help develop problem-solving techniques and understanding of complex mathematical concepts.
- Assists in grading assignments, quizzes, and exams and tailoring curriculum to meet students' needs.

**TRAFFIC ANALYST FELLOW: RECONNECT RONDO** **JAN 2023 – AUG 2023**

- Designed and produced an emission estimation traffic study using EPA-regulated guidelines and software to provide understanding of existing conditions for the use of future development.
- Utilized ArcGIS, MOVES3, and Adobe XD to perform analysis and create graphics to present my findings.

**MAKERSPACE TECHNICIAN: MACALESTER COLLEGE IDEA LAB** **SEPT 2021 – MAY 2023**

- Streamlined and repaired equipment and processes across the makerspace to ensure quality and satisfaction among visitors of the space.
- Taught technical and creative skills such as 3d-printing, sewing, and watercolor painting in workshops to groups of 10-20 people at a time.

**PROJECT MANAGER/LEAD PROGRAMMER: SNAX: THE SOCIAL SNACKING PLATFORM | [HTTPS://GITHUB.COM/ORIFRIESEN/SNAX](https://github.com/orifriesen/snax)** **SEPT 2020 – SEPT 2021**

- Lead the development of an app that intends to bring the snacking world their own social media site by allowing users to review and rate a multitude of snacks and post their opinions to their friends.
- Managed weekly project progress debrief meetings and took initiative of establishing clear and achievable weekly goals for an app development team of 4.

**YOUNG ASTRONOMERS AWARD: ROSE CITY ASTRONOMERS** **JUN 2020 – JUN 2021**

- Developed and implemented an independent research project to measure night-sky darkness levels across the Portland Metro Area.
- Collected data and created a preliminary study of the research question and presented it to a panel of members of the Rose City Astronomers organization.

### Skills & Abilities

- C++, Java, Python, HTML, CSS, JavaScript, React.js, Dart, C#, Unity, R.
- Agile development, Scrum, Engineering design process, Design documentation.
- Spatial data collection and analysis in ArcGIS Pro and ERDAS IMAGINE.
- Computer-Aided Design in Autodesk 360 and SOLIDWORKS.
- Data visualization using the D3.js library.

### Activities and Interests

Astrophotography, reading, music production, skiing, software development, music production, and collecting vinyl records.