PAUL WINTERBERG

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PROFESSIONAL SUMMARY

I am a highly motivated and detail-oriented aspiring developer with a solid foundation in programming and web development and a strong work ethic.

PROJECTS

ROBLOX GAME DEVELOPMENT
- Worked on and created multiple games
- More info can be found on my [Roblox Portfolio](#).

JAVA
- Made a **game engine** using the **AWT library**. The Github repository can be found [here](#).
- Along with this engine, I have made some smaller **games and simulations**:
  - [https://github.com/ObSp/JGame-1.0.0/tree/main/PaperAirplaneSimulation](#): My project for the MSA presentation in 10th grade.
  - [https://github.com/ObSp/Iso-Cube](#): A **procedurally generated** isometric survival game

WEB DEVELOPMENT
- SafeKeepWeb: The **website and server component** of a **password manager** that I'm building. If hosted, this website would allow you to interact with the **Kotlin-based app** using **WebSockets**. The GitHub Repository can be found [here](#).
- Coding Club Website: A **node.js and express-based website** for my school's coding club. The website itself is not finished yet but includes **secure user authentication using Google's OAuth** and a **forums page**. The information for this website is stored in a **MySQL database**. The website is hosted [here](#) and the GitHub repository can be found [here](#).
- Detectives On Foot: A web game that's basically Scotland Yard but in real life. Although it's not fully done, it includes a complete **game hosting and joining system using socket.io**. The website itself is based on **node.js and express** and uses **leaflet.js** for free and open-source **map tiling and location display**. The GitHub repository can be found [here](#).
- Other websites including a **to-do app and wordle** game can be found [here](#). Keep in mind that these were some of the first websites I've ever made and are therefore very basic.
- I've also experimented with **React** and made some simple projects with **electron.js**, including a simple **screen recorder**.

PYTHON	• mvcs: A **version control system** similar to **git**. This is still being worked on. So far I have implemented features such as a **Python CLI**, a **commit system using trees and blobs**, a **user system** to locally keep track of commit authors, and have started work on a **mvcs server to host mvcs repositories**. The mvcs CLI repository can be found [here](#).
	• Experimented with **discord.py**, a python library that allows you to make discord bots.
LUA	• Using the love-2d game framework, I've created several mobile and PC games.
	○ BoxBlast: I made a **mobile and PC-compatible game** similar to BlockBlast. In the game, you try to fit randomly picked shapes onto an 8x8 grid. Filling a row or column clears that row/column and you lose if none of the current shapes fit on the board. The GitHub repository can be found [here](#).
	○ Stillwater: a port of my Java game, Iso-Cube, to love-2d. This version contains polished art, sound effects, and more. The GitHub repository can be found [here](#).

SKILLS

- Programming
- Project Management
- Software such as Git and VS Code

- Strong Self-Motivation
- Excellent Communication Skills
- Very Organized
- Bilingual (German and English), Good Spanish Skills

EDUCATION

2020 - 2023
WATKINSON SCHOOL
Hartford, Connecticut, USA

Grades 6-8
GPA: 4.0
Middle School Diploma

2023 - 2024
HALL HIGH SCHOOL
West Hartford, Connecticut, USA

Grade 9
GPA: 4.15

2024 ongoing
JOHN F. KENNEDY SCHOOL
Berlin, Germany

Grade 10
MSA

HOBBIES

In my free time I like to play soccer and competitive tennis, spend time with friends, and play the guitar.