

## EMPLOYMENT

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<b>Software Developer</b>	<b>Sezzle Inc.</b>	<b>May 2018 - Present</b>
<ul style="list-style-type: none"><li>Designed and built internal Javascript React web apps used daily by 70 employees.</li><li>Automated customer support metrics using REST API requests and MySQL.</li><li>Coordinated investigation, escalation, and resolution of issues in customer facing products.</li><li>Interviewed candidates for the position of Technical Support Engineer.</li></ul>		
<b>Intern Software Developer</b>	<b>Sezzle Inc.</b>	<b>Feb. 2018 - May 2018</b>
<ul style="list-style-type: none"><li>Expanded the credit approval server to produce multiple customer creditworthiness data points.</li><li>Integrated a credit report API into the credit approval process.</li></ul>		
<b>Lead Beowulf Cluster Manager</b>	<b>St. Olaf College</b>	<b>May 2016 - Jan 2018</b>
<ul style="list-style-type: none"><li>Administered networks, Linux web servers, and laboratory workstations for 200 users.</li><li>Collaborated with students and faculty to facilitate the use of high performance Linux clusters and workstations in research projects.</li></ul>		
<b>Python Web Developer</b>	<b>St. Olaf College</b>	<b>May 2017 – Aug. 2017</b>
WebMapReduce <ul style="list-style-type: none"><li>Redesigned Django frontend to expand data processing options for users.</li><li>Integrated a custom REST API for submitting jobs to a Hadoop data processing backend.</li><li>Configured a GitLab CI testing environment.</li></ul>		

## EDUCATION

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<b>Northfield, Minnesota</b>	<b>St. Olaf College</b>	<b>Aug. 2014 – May 2018</b>
Bachelors in Computer Science <ul style="list-style-type: none"><li>Cumulative GPA: 3.4</li><li>Relevant coursework: Algorithms and Data Structures, Parallel and Distributed Computing, Linear Algebra, Differential Equations</li></ul>		

## TECHNICAL EXPERIENCE

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### Languages

Javascript, Go, Python, C++

### Technologies

MySQL, React, WebGL, Linux

### Projects

#### Interactive 4D Geometry Viewer

- Built in collaboration with a St. Olaf professor for a course on 4D geometry.
- Developed 3D plane/triangle and 4D cube/tetrahedron intersection algorithms.

#### Web Based Procedural Terrain Generator

- Built 3D rasterizer using WebGL.
- Implemented value noise, Perlin noise, and diamond-square algorithms.
- Procedurally textured terrain with GLSL.