CHRISTOPHER PIEPER

Aspiring Software Engineer

EDUCATION

University of Minnesota — Minneapolis, MN
Bachelor of Arts, Major in Computer Science, Minor in Mathematics — 09/2016 - 05/2020

EXPERIENCE

University of Minnesota Disability Resource Center — Minneapolis, MN
Access Assistant/Tutor — 09/2019 - 05/2020

- Captioned and described visual course topics apropos of machine learning, operating systems, and applied linear algebra/calculus concepts
- Advised on debugging complex issues relating to upper division course code written in C and Python alongside the visualization of libraries such as Matplotlib
- Scheduled and provided one-on-one tutoring while using local Screen Sharing technology (Mac) for accessing and sharing necessary course code and material
- Assisted with final standard formatting for documentation and project code

University of Minnesota Office of Information Technology — Minneapolis, MN
Technology Help Specialist-IT Service Desk — 02/2018 - 09/2019

- Provided technical support through email, phone, online chat, and in-person communication for end users connected to all UMN campuses
- Delivered secure troubleshooting solutions for network connectivity, internet accounts, and computer software with both personal and university-owned devices
- Communicated with Tier 2 and 3 UMN-OIT support for secure escalation protocol
- Mentored service desk staff trainees with constructive feedback
- Utilized department tools such as ServiceNow and Mitel Clearspan

Daikin Applied Americas — Faribault, MN
Assembler-Summer position — 07/2017 - 08/2017

- Engaged in a rotational program for learning and participating in 5 areas of HVAC assembly and quality assurance relating to 3 major Daikin products
- Practiced and maintained safety in plant, along with workspace cleanliness

SELECT PROJECTS

Cosmic Data - Personal — 2020
- Dynamic dashboard web app for space data via Nasa/SpaceX API using React

Global Calculator - Personal — 2020
- Demonstrative web app for sharing calculations via web sockets using Django

YouTube Recommender System - University — 2020
- Researched and applied RL to engineer effective utility functions and NLP use

Braitenberg Vehicles Simulator - University — 2019
- Created robot behavior simulator with MVC design patterns using C++ and GUI

LEADERSHIP/AWARDS

University of Minnesota Marching Band - Section Leader, Pride of Minnesota Scholarship Recipient — 2019-2020
University of Minnesota Tempest Dodgeball Club, Vice President, Secretary — 2017-2020
Tri-City United High School, Louis Armstrong Jazz Band Award — 2016

References available upon request

LINKS/CONTACT

SKILLS

Languages
Python • Java • C • C++ x86-64 • OCaml • Swift *Javascript • HTML/CSS • LaTeX*

Web Development
Django • React

Operating Systems
OS X • Mac OS • iOS Ubuntu • Windows

Version Control
Git

SELECT COURSEWORK

- Intro to ML
- Intro to AI
- Artificial Intelligence II
- Math Logic
- Discrete Structures
- Algorithms and Data Structures
- Machine Architecture and Organization
- Program Design and Development
- Applied Linear Algebra