

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

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

Other/Tools

Git • Docker

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