

Paul Ramberg

Software Engineer

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EDUCATION

Truman State University

Aug. 2018 - May 2022

Bachelor of Science, Computer Science

Minor Design

GPA 3.70 / 4.00

Coursework Data Structures and Algorithms, Software Engineering, OOP and Design, Operating Systems, Database Systems, Systems Programming, Computer Architecture and Organization, Embedded Systems

SKILL SET

Languages C++, Python, SQL, Java, C, MIPS Assembly, HTML, CSS, JSON

Tools Git, JIRA, Microsoft Office, MongoDB, Adobe Suite, Unix, Bootstrap

PROJECTS

GuessWord – Online Word Game

Mar. - Apr. 2022

- Designed and coded a web application that constructs riddles based on machine learned word definitions
- Implemented and researched natural language processing in order to improve riddle construction
- Constructed and optimized an SQL database to hold both user information and over 3 million word embeddings

Card Image Exporter – Python Application

Jun. - Jul. 2020

- Designed a fully featured Python application with a complete UI for constructing card images from game data
- Integrated and improved on an existing codebase to expand back-end functionalities
- Parsed and processed XML and JSON data formats as well as Unity game files in order to generate variable card images
- Incorporated user feedback into reevaluating UX, fixing bugs and adding needed features

Founding Member – FIRST Robotics

Sep. 2011 - May 2018

- Established a permanent robotics club in a rural community with no previous STEM education infrastructure
- Designed, built and maintained robots for local and state competitions
- Taught new team members both programming and engineering

EXPERIENCE

Gallery Associate – TSU Art Gallery

Aug. 2019 - May 2022

- Reliably managed the front desk of a university art gallery
- Assisted with setting up, tearing down and organizing gallery shows