

# 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, Object-Oriented Programming, Artificial Intelligence, Operating Systems, Database Systems, Systems Programming, Embedded Systems

## SKILL SET

**Languages** Python, C++, 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

### Gwent Card Exporter – Game Companion Application

Jun. - Jul. 2020

- Designed a fully featured Python application with a complete UI for constructing card images from game data
- Integrated and improved an existing codebase to expand back-end features
- Processed Unity game files as well as parsed XML and JSON data
- Incorporated user feedback into re-evaluating UX, fixing bugs and adding needed features

### AutoChef – AI Recipe Generator

Mar. 2019

- Collaborated with a team of four to implement a machine-learning algorithm and user-rating system to learn how to generate recipes
- Conducted user trials to gather feedback about the applications recipe results

### 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