

Riley Wikel

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EDUCATION

Bachelor of Science in **Software Engineering** with a Minor in **User Experience**

Milwaukee School of Engineering 2018-2022 **Honor's List:** 2018-2022

TECHNICAL SKILLS

React • Angular • Java • Python • TypeScript • NodeJS • HTML / CSS • SQL
Spring Boot • Scrum • Amazon Web Services • NoSQL • Microsoft Azure

PROFESSIONAL WORK EXPERIENCE

Cognizant Technology Solutions | **Front-End Developer** | June 2022 – Present

- Individually developed web application tool to let users rank athletes in **Angular** and **AWS**.
- On a team I helped develop a mock Instagram app to enhance my skills in **Angular** and **Material-UI**.
- Worked on an internal app to help ease the flow of information using **ReactTS** and **Spring Boot**.

The Rhodes USA Company | **Software Engineer** | January 2021 – August 2021

- Organized data with **GAS** (Google App Scripts) and **JavaScript**.
- Helped improve the **reusability** of code and helped **deploy** numerous projects.
- Developed **Linux shell scripts** to help automate project tasks.

PROJECT EXPERIENCE

MSOE Textbook Connection: Helped develop a web app for the Milwaukee School of Engineering to help students borrow used textbooks for their classes. The web app contains a library of textbooks that were donated, students are then able to browse through our web app to select the textbooks they need to borrow for their classes.

MSOE SchedTool: Helped develop a web app that evaluates students' schedules for robustness before being released to them. The web app identifies whether course schedules provide an adequate opportunity for all students to obtain the courses they need using specific metrics for schedule enhancement.

MCTS Bus Tracker: Helped develop a web app that keeps track of the Milwaukee County Transit System Busses' speed, routes, current location, past locations.

Professional Sports Predicting WebApp: Developed a WebApp that predicts what professional sports team will win a matchup selected by the user. The user is allowed to select a matchup from the NFL, MLB, or NBA. After selecting a matchup, the WebApp will use backend algorithms to output a given winner. The NFL algorithm has been proven to be more than 65% effective & NBA more than 70% effective while the MLB algorithm is a new feature and has not yet been tested enough to say how effective the algorithm is.