Riley Kraabel

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EDUCATION

University of Utah   **August 2021 - May 2025**

Bachelor of Science, *Software Development* | ***GPA****: 3.6/4.0*   *Salt Lake City, UT*

- **Relevant Coursework:** Designing HCE, Database Systems, Computer Security, Mobile App Programming, Data Structures, Web Development (I & II), Software Practice (I & II)

TECHNICAL SKILLS

Languages: C++, C#, Java, Python, SQL, HTML/CSS/JavaScript
Tools & Frameworks: Microsoft Office and Excel, React.js, Docker, Git, FastAPI, Swagger, AWS

RELEVANT EXPERIENCE

University of Utah   **August 2023 – Present**

QA Software Intern   *Salt Lake City, UT*

- Develop custom scripts to enhance efficiency and fix issues with work processes
- Diagnose and effectively communicate technical issues with management and developers
- Develop, maintain, and execute robust automated Selenium and RESTful API tests

PROJECT EXPERIENCE

Air Power Racing - CS 4500 (Capstone)   **Fall 2024 – Spring 2025**

Custom Web Application / E-Commerce Platform   *Salt Lake City, UT*

- Engineered a scalable Bubble.io application supporting **~1,000** clients in the Salt Lake Porsche industry
- Built dynamic dashboards and user panels powered by real-time database queries and logic
- Built a custom e-commerce platform with full payment processing capabilities using Stripe API

Web Software Development II - CS 4550   **Spring 2024**

Chat Application   *University of Utah*

- Developed a custom **FastAPI** framework for the back-end of a chat server application
- Utilized **React** and **Tailwind CSS** to implement a front-end visual for the app
- Incorporated **SQLite** database capabilities for authorization/authentication and data storage
- Deployed the program using **AWS** services such as **Lambda**, **API Gateway**, and **Amplify**

Software Practice I - CS 3500   **Spring 2023**

"Agar.io" Dupe Game   *University of Utah*

- Created an Agar.io game and linked website to display game statistics utilizing **C#**, **.NET MAUI**, **.NET CORE**, **HTML/CSS**, and **SQL**
- Leveraged TCP/IP networking using multithreading to support multiple client connections and integrated JSON parsing for saving, joining, and retrieving game data