

# Rowan Tichelaar

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## EDUCATION

### University of Wisconsin - Madison

August 2022 - May 2026

Seeking Bachelors of Science in Computer Science and Classical Humanities

Course Work: Programming III, Machine Organization & Programming, Python

GPA: 3.0 / 4.0

## TECHNICAL SKILLS

Programming Languages -	Java, Python, C#, HTML, CSS, C, Bash, Assembly
Professional Applications -	MS Office, Adobe Photoshop, Visual Studio, IntelliJ, Unity, Git, VS Code, VIM
Experience -	Leading, teaching, customer service, teamwork

## PROFESSIONAL EXPERIENCE

### Science Engineering Libraries Student Lead

UW-Madison - September 2023 to Current

- Assist staff with opening and closing libraries, managing workloads, and ensuring work was completed.
- Maintain a safe and inclusive environment for students to study in.
- Provide service to students with library materials, technology, and general help.

### Engineering Internship

Kenosha Water Utility - May 2023 - August 2023

- Utilized GIS systems and other advanced software to update and organize engineering and government documentation of sewage and water systems to allow for more streamlined and efficient work.
- Worked on large scale problems that could potentially affect hundreds of customers and collaborated with the team of engineers on solving them.
- Actively contributed in team meetings, attended product demos, and seminars to stay updated on industry standards, advancements, and potential product acquisition.
- Implemented new technologies into the utility and made for more effective identifying of issues within our services.
- Engaged in rigorous hands-on work and gathered valuable data for ongoing and future projects.

### Head Lifeguard & Pool Manager

City of Kenosha - June 2022 to August 2022

- Managed staff of 35 and ensured a professional and safe environment.
- Trained staff further and ensured they maintained skills.
- Used scheduling management system to maintain a full staff and meet standards as set by Red Cross.
- Worked very closely with local government and elected officials on events and maintaining the pool.

## PROJECTS

### UW Madison Campus Map

Java

- I personally developed the GraphADT and MapAlgorithm files to implement the Dijkstra algorithm to find the shortest path between two points on the UW Madison campus.
- Includes a bus line feature so that if you want to use the bus it will include that when searching for the shortest path.

### Top Down Shooter

C#, Unity

- Top-down 2D game similar to Black Ops Arcade from Black Ops I & III.
- Zombie shooter that utilizes raycasting to implement hitscan shooting.
- Made with Unity engine.