

# Robert W Werthman II

Email: robert.werthman@colorado.edu

Phone Number: 253-441-7977

## Technology Skills

---

**Languages:** Python, C/C++, HTML, Javascript

**Database:** SQL

**Tools:** Apache, Git, Eclipse, Amazon AWS/Linode, QUnit

**Concepts:** Object Oriented Design, Unit Testing, Public Key Cryptography

## Work Experience

---

**Police Officer, 01/2017 to Current - Northglenn Police Department**

- Working to make sure the community is safe by enforcing federal, state, and municipal laws.

**Edge Operations Apprentice, 09/2015 to 12/2017 - Google, Inc.**

- Worked to keep Linux based servers handling large amounts of internet traffic up and running correctly by analyzing machine logs, graphs of network traffic, and handling hardware trouble tickets from Internet Service Provider's.
- Used Python automate handling hardware trouble tickets.
- Used C++ to query a database for information about a server in order to show changes to server data over time.

**Software Engineering Intern, 06/2015 to 08/2015 - Mentor Graphics, Inc.**

- Was part of a small, Agile software development team that worked on Java Client/Server communication security.
- Contributed Java code to help authenticate a Java client and server application with public key cryptography.

**Indirect Fire Infantryman, 08/2007 to 03/2012 - 2nd Battalion, 75th Ranger Regiment, US Army**

- Led and trained a two man team to provide fire support for Special Operation missions in Afghanistan and Iraq.
- Served as a radiotelephone operator for a mortar section to provide fire support for Special Operation missions in Afghanistan.

## Projects

---

**Northglenn Geography Program**

- Web browser program to help someone learn the streets and landmarks of the City of Northglenn.
- Built using Javascript, JQuery (Javascript library), CSS, and HTML.

**Author Prediction Program**

- Program that used machine learning techniques to predict authors of text.
- Built using Python and sklearn (Python machine learning library).

**Helicopter Flying Game**

- 3rd person helicopter game where one can fly around a scene and shoot a buildings and trees.
- Built using C/C++ and OpenGL.

## Selected Coursework

---

Linear Programming, Machine Learning, Distributed Systems, Object Oriented Design and Analysis, Database Information Systems, Unix System Administration, Computer Graphics

## Education

---

University of Colorado, Boulder

**B.S. Computer Science**

**M.S. Computer Science**

**December, 2016**

**December, 2016**