

# Samuel Swedberg

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## EDUCATION

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### North Dakota State University

Fargo, ND

*Bachelor of Science in Computer Engineering*

*Aug. 2021 – Present*

Programming Coursework: Intro to Computing, Data Structures & Algorithms, Computer Organization

CpE Coursework: Circuits I, Circuits II, Electronics I, Electronics II, Random Processes, Embedded Systems, Digital Design, Digital Design II

## EXPERIENCE

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### Service Shop Technician

July 2021 – Present

*Scheels All Sports*

*Moorhead, MN*

- Built strong customer rapport through direct communication answering a wide range of customer inquiries and quickly identifying and developing an optimum solution
- Trained five technicians in shop practices, procedures, and skills
- Built and repaired bicycles by adjusting all components properly and diagnosing mechanical issues, sharpened and baked skates, re-laced rackets, re-gripped golf clubs and baseball bats
- Awarded 2022 July part-time employee of the month
- Developed a Google Sheet to automatically fill in bike data for local build list using custom functions and database

## PROJECTS

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- Personal Website: [www.samuelswedberg.com](http://www.samuelswedberg.com) (for additional information and projects)

### Next.js Web Application | *Next.js, Tailwind CSS, Express.js, PostgreSQL*

August 2023 – Present

- Collaborating with other student to practice teamwork in software engineering
- Utilizing Google Maps API to retrieve data from cities
- Implementing front-end user interface to format API data

### Freelance Website | *React, HTML, CSS, Bootstrap 5*

June 2023 – July 2023

- Developed a React website for local small business in Fargo/Moorhead area
- Collaborated with the local business to suggest features and get feedback
- Implemented customer appointment email service using JavaScript

### Homelab | *Proxmox, Linux, TrueNAS*

June. 2021 – Present

- Utilized Proxmox VE to virtualize virtual machines and containers
- Deployed various Docker containers
- Self-hosted multiple services such as web servers, monitoring, and network managers
- Built Proxmox server and custom NAS on baremetal using old computer parts

### Interstate 94 | *C#, Unity*

Mar. 2021 – Dec. 2021

- Developed a 2D video game using Unity
- Utilized Github for version control
- Refactored codebase Dec. 2022 implementing best coding practices from college courses

## TECHNICAL SKILLS

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**Languages:** Java, Python, C/C++/C#, HTML, CSS, JavaScript, VHDL, SQL

**Frameworks:** React, Node.js, Next.js, Express.js

**Libraries:** Tailwind CSS, Bootstrap 5

**Developer Tools:** Git, Docker, VS Code, Visual Studio, Apache Netbeans, Matlab, Circuitlab, Linux, Fusion 360

**Additional Skills:** 3D Printing, Soldering, Electronic Design, Bambu Studio, Cura, Linux, Proxmox