

Philip Seger

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Objective

An exciting and challenging career as a Software Engineer.

Education

2013 - Present **Franklin W. Olin College of Engineering**, Needham, MA.

Class of 2017 Candidate for Bachelor of Science in Engineering. **Coursework includes:** Modeling and Simulation; Modeling and Control; Software Design; Real World Measurements; Mechanics from a Simulation Perspective
Recipient of 4-year, 50% Olin Merit Scholarship.

2009 - 2013 **Valley Catholic High School**, Beaverton, OR.

AP Scholar; National Honor Society.

Experience

May 2014 - **Software Development Intern at International Business Machines (IBM)**, Costa Mesa, CA.

August 2014 Worked in a team of five implementing Python and Java based tools to automate the installation, configuration, and testing of IBM Case Manager. Maintained and upgraded Red Hat, AIX, and Windows Server systems. Automated the use of an existing JavaScript testing suite.

November **IT Technician at Olin College of Engineering**, Needham, MA.

2013 - Present Diagnose, troubleshoot, and repair technical problems on student and faculty computers. Maintain the IT systems for Olin with a small team using Track-IT software to monitor tickets. Replace motherboards, recover data from hard drives, resolve printer issues, and interface with staff and students to figure out technical issues.

February 2014 **Music Program Course Assistant at Olin College of Engineering**, Needham, MA.

- Present Organize audio and visual systems for class performances and events.

September **Lab Assistant at Valley Catholic High School**, Beaverton, OR.

2010 - Prepared labs, organized chemicals, mixed solutions, and built presentations to display to other classes.

January 2013

May 2011 - **Lifeguard at Hillsboro Parks and Recreation**, Hillsboro, OR.

July 2013 Assured the safety of patrons and assisted those in need throughout the summer. Monitored patrons, assured safety of guests, kept team members updated on issues, reported to superiors on problems, and maintained the facilities for a large public pool.

Projects

Spring 2014 **Space Team Down, Software Design.**

Worked in a team of five to create a Python top-down adventure game, rendered using OpenGL, where a player needed to collect resources to assure the survival of their team. The player would encounter enemies and learn to survive until rescue came.

Spring 2014 **Sentiment Based Analysis of a Social Network, Software Design.**

Worked with another student to create a Python program which analyzed the likelihood of a successful Facebook post depending on previous posts' comments and likes.

Fall 2013 **Mechanized Beaver, Design Nature.**

Worked in a team to design and build a mechanized beaver childrens toy. It was able to swim in a pond and was used to pick up logs. The children then used the logs to build a dam and save the beaver pup.

Fall 2013 **Modeling Dialysis, Modeling and Simulation.**

Worked with a partner to model the rate of dialysis in both a dialysis machine and the blood stream. This involved using real world data and calibrating our theoretical dialysis machine correctly.

Skills

Python, Java, HTML, MatLab, Linux (Ubuntu and Red Hat), AIX, Windows Server, L^AT_EX, Track-IT, InDesign, Sibelius.