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Philip Seger

Objective

An internship opportunity in Europe, working in Software Development.

Education

2013 - Present, Class of 2017 — **Franklin W. Olin College of Engineering**, Needham, MA.
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 - August 2014 — **Software Development Intern**, *International Business Machines (IBM)*, Costa Mesa, CA.
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 which were used to deploy IBM Case Manager. Implemented an API testing suite from the ground up.

November 2013 - Present — **IT Technician**, *Olin College of Engineering*, Needham, MA.
Diagnose, troubleshoot, and repair technical problems with student and faculty computers. Maintain the IT systems for Olin with a small team using Track-IT software to monitor ticket status. Replace motherboards, recover data from hard drives, resolve printer issues, and interface with staff and students to figure out technical issues.

February 2014 - Present — **Music Program Course Assistant**, *Olin College of Engineering*, Needham, MA.
Organize audio and visual systems for class performances and events.

September 2010 - January 2013 — **Lab Assistant**, *Valley Catholic High School*, Beaverton, OR.
Prepared labs, organized chemicals, mixed solutions, and built presentations to display to other classes.

May 2011 - July 2013 — **Lifeguard**, *Hillsboro Parks and Recreation*, Hillsboro, OR.
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 Anaylsis 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

Software: Java, Python, Linux (Ubuntu and Red Hat), HTML, AIX, Windows Server, MatLab, LaTeX, Track-IT, InDesign, Sibelius.