

SIDNEY RAABE

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Computer Science student with a passion for designing and testing code. Actively pursuing an internship opportunity to collaborate with others and contribute to real-world projects.

PROFESSIONAL EXPERIENCE

IT Student Application Developer | Kent State University | Kent, OH

October 2022 – July 2023

- Supported Kent State IT development team's continual development to a library of 200+ web applications.
- Helped overhaul several outdated applications to address mobile accessibility issues.
- Discovered many previously undetected bugs in existing applications, through patient manual testing and knowledge of common developmental weak points.

.NET/C# Apprentice | The Software Guild | Remote

October 2020 – January 2022

- Completed 720 course hours to earn a full-stack web development certification.
- Engineered solutions for a variety of real-world applications in a project-based learning environment.
- Through 1-on-1 code reviews, discussed code implementation and programming concepts on a detailed and technical level.

TECHNICAL PROJECTS

Cinder (Dating web app): <https://smithr.pythonanywhere.com/>

July 2023 – August 2023

- Collaborated in a team of 5 to build a Tinder clone using MySQL, a Python backend, and Flask web framework.
- Coordinated design through building wireframes and ensuring database adherence to 3NF.
- Developed database queries and implemented registration, profile details, and profile edit pages.

Vehicle Dealership: <https://github.com/sidneyraabe/projectSamples>

November 2021 – January 2022

- Designed and implemented a vehicle dealership's retail inventory system, featuring administrative tools and a customer storefront. The project features a SQL database, ASP.NET MVC server back-end, first party Web API, and web interface.
- Conducted extensive unit testing to verify accuracy of database queries and business logic throughout development.

Five Dice Game (Yahtzee): <https://github.com/sidneyraabe/FiveDiceGame>

October 2020

- Created a Yahtzee clone as a personal project to demonstrate a visually appealing console game in C#.

EDUCATION & ACTIVITIES

Bachelor of Arts in Computer Science | Kent State University | December 2024 (expected)

MLH Kent Hack Enough 2022 Hackathon – 1st Place | Kent State University | October 15 – October 16, 2022

HackSU Coding Club | Kent State University | August 2022 – present

Web Developer Bootcamp: C#/.NET Certification | The Software Guild | October 2020 – January 2022

SKILLS

SQL, C#, C++, JavaScript, Git, Unix, Web API, Test-Driven Development
Critical Thinking, Experimentation, Patience, Flexibility, Creativity