

# Scott Wolfskill

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## EDUCATION

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**University of Illinois - Urbana-Champaign**

May 2018

*Bachelor of Liberal Arts and Science in Math and Computer Science*

3.27/4.0 GPA

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## EXPERIENCE

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**Belcan**

Rockford, IL

*Software Engineer*

June 2019 – Present

- Collaborate on a small team as a contractor at **Collins Aerospace**
- Develop, test, and maintain software in C++ and LabVIEW for acceptance testing of aircraft hardware
- Implement agile methodologies and OOP patterns to develop the next generation of data acquisition and control software architecture from the ground up
- Create functional specifications and UML diagrams used as requirements in software design

**Freelance**

DeKalb, IL

*Software Engineer*

April 2019 – June 2019

- Developed multi-threaded console apps in Python for HTTP communication and debugging
- Emphasis on automation, test-driven development, and efficiency
- Expanded knowledge of web APIs, JSON parsing, and regular expressions

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## PROJECTS

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**Lumiere (C#/Unity)**

- 2D dungeon crawler game featuring progressive random dungeon generation, player and monster combat, an inventory and equipment, dynamic loot, and basic animations and sound. Collaborated on a team of eight developers.

**Music Player (C++/QT)**

- Music player library and GUI allowing categorical sorting by artist, album, etc. and playlist creation. Repeat your favorite song or skip one you don't like. Includes test suite.

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## SKILLS

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*Computer:*

- Advanced in C/C++, Java, C#, Git, Unix, Microsoft Windows, Word, Excel
- Intermediate in Python, JS, LabVIEW, MySQL, HTML, Bash, macOS, Unity, PowerPoint
- Basic in Android dev, Spring, VB, JSP, Ruby, Haskell, 3D Modeling/Rendering

*Languages:* French (Intermediate)