Soren Watterson

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Objective

Dedicated Computer Science student seeking to bring my creative problem solving skills, leadership, and adaptability to a software development internship at a collaborative, team oriented company.

Summary of Qualifications

- Strong verbal and written communication skills
- Proven proficiency in Python, Java, and Javascript
- Ability to use React and Tailwindess to develop front-end web applications
- Excellent capability using git and GitHub in large team projects for version control and documentation
- Capable of using matplotlib and numpy for data visualization and mathematical operations

Education

The University of Texas at San Antonio

Major: Computer Science, GPA:3.87

Expected Graduation:

May 2026

Relevant Experience

Barista, Starbucks, Liberty Hill, Tx

August, 2021- February, 2023

- Maintained professional demeanor in stressful situations
- Provided a kind and welcoming environment for customers
- Supplied help to new employees to help foster a good learning environment

ACM Junior Technical Officer

February 2023-present

- Worked in a team environment to provide technical support for ACM events
- Built quality web applications using a variety of web frameworks
- Helped create a learning environment for myself and other officers

Rowdy Creators Media Officer

February 2023-present

- Managed the social media for the Rowdy Creators at UTSA
- Help foster a connection between the Rowdy Creators members
- Created documentation of project progress for groups within Rowdy Creators

Projects

Search Algorithms Visualizer

Visualizer built with python and pygame that teaches the breadth first search, depth first search, and A* pathfinding algorithm. Currently adding an option for maze generation using backtracking.

Personal Portfolio Website

Personal website for hosting my coding projects. I built the website using raw html and css. The current version is live and can be accessed at:

https://animated-zuccutto-63eeba.netlify.app/

Traveling Salesman Problem

Visualizer built in python with pygame that shows a naive approach to the traveling salesman NP-Hard Problem.

TagMe Application

Application built by me and my team from ACM at UTSA. The application crowd sources data collection and labeling that makes datasets more accessible to smaller developers and data scientists.