

Tate Parmar Osborne

Software Engineer/Developer

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EDUCATION

University of Vermont

Bachelor of Science in Computer Science, Minor in Art Studio

Computer Science GPA: 3.60

Dean's List (top 20% of class) in two semesters, with GPAs of 3.82 and 4.0

Burlington, VT

Graduated 2023

PROJECTS

Quizlet Competition, Snake

May-Jun '23

- Secured third place in national Quizlet competition with 100+ applicants, demonstrating adept adherence to guidelines
- Co-developed a creative Snake game variant with two team members, excelling in graphics and full-stack development
- Completed the project within a two-month timeframe, showcasing enthusiasm and strong time-management skills
- Developed using TypeScript, React, SCSS, and Next.js

UVMaps

Oct-Nov '22

- Collaborated with four members to develop an iOS app for class route planning for students at UVM
- Exercised iterative programming and managed project tasks and lifecycle using Jira
- Programmed backend logic, frontend graphics, and appearance
- Utilized Swift, SwiftUI, Google Firebase, and Apple MapKit integrations

COVID-19 CLI Interface

Feb '22

- Developed and tested the backend for a program focused on COVID-19 statistics in the USA, utilizing Python in conjunction with SQLite
- Applied agile software development principles to effectively manage the project's lifecycle
- Practiced paired programming with three teammates, ensuring consistent communication and collaboration throughout the project's duration

EXPERIENCE

Software Engineering TA @ UVM

Burlington, VT

- Assess Python assignments and group projects, guaranteeing alignment with requirements, code quality, clarity, and delivering detailed feedback

Sep '22 -May '23

TECHNICAL SKILLS

- Python
- Java
- C/C++
- Swift/SwiftUI
- HTML
- CSS / SCSS
- ReactJS
- SQL
- Git / Github / GitLab
- Data Visualization
- Relational Databases
- Jira
- Agile Development
- OOP
- Figma