Tate Parmar Osborne

tateosborne.com

in linkedin.com/in/tate-osborne

github.com/tateosborne

★ tateposborne@icloud.com

+1 (603) 818-0710

University of Vermont

Graduated May, 2023

- Bachelor of Science, Computer Science, 2023
- Computer Science GPA 3.60
- Dean's List in two semesters (top 20% of class)
 with GPAs of 3.82 and 4.0
- · Minor in Art Studio
- Art Studio GPA 4.0

Technical Skills

Python SQL

QL React

Figma

HTML

scss

Git

SwiftUI C/C++

Relevant Coursework

Software Engineering

Rel. Databases

Data Structures & Algorithms

Operating Systems

Data Science

Work Experience

- Software Engineering TA, UVM
 Aug '22-May '23

 Assess Python assignments and group projects,
 guaranteeing alignment with requirements, code
 quality, clarity, and delivering detailed feedback.
- Cook/Server, Las Olas, Exeter, NH
 Jun '21-Present

 Demonstrated efficiency, teamwork,
 multitasking, and exceptional customer service
 in bustling restaurant.

Projects

· Quizlet Competition: Snake May-Jun '23

Teamed up with two developers for a Quizlet competition entry, dividing tasks efficiently for full-stack development.

Crafted a creative Snake game variation, excelling in graphics and code development.

Completed the project within a twomonth timeframe, showcasing strong project and time management skills. Developed using TypeScript, React, SCSS, and Next.js.

UVMaps

Oct-Nov '22

Collaborated with four classmates to create an iOS app aimed at helping students plan routes and arrive on time for class.

Programmed backend logic and queries, as well as frontend graphics and organization.

Acquired experience in iOS development, Swift, and Xcode.
Achieved first place in the annual Computer Science fair, outperforming other advanced-level app projects.

· 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