

# Thaddeus Muchnok




Palm Harbor, Florida

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[Website](#) - [LinkedIn](#) - [GitHub](#)



<b>Education</b>	<b>University of Florida</b> B.S. Computer Science  <b>Relevant Coursework:</b> Data Structures & Algorithms, Operating Systems, Software Engineering, Comp. Organization, Programming Fundamentals, Programming Language Concepts	Expected graduation <b>Spring 2023</b> Gainesville, Florida
<b>Experience</b>	<b>Software Engineer Intern ( May 2022 – September 2022 )</b> <i>Nelnet Inc.</i> <ul style="list-style-type: none"><li>◇ Implemented over 100 automated test cases for mobile app and website</li><li>◇ Fixed over 10 bugs per build</li><li>◇ Utilizes Object-Oriented Programming (C#) and Agile/Scrum practices</li></ul> <b>Backend Developer Intern ( January 2022 – May 2022 )</b> <i>Berni &amp; Murcer-Friends for Life</i> <ul style="list-style-type: none"><li>◇ Developed fundamental systems and features of the project, using C#, alongside a team of over 10 members</li><li>◇ Planned-out over 50 goals and tasks for the team to reach before the project's launch</li><li>◇ Applied Version Control, Communication, and Agile techniques to boost collaboration</li></ul>	
<b>Projects</b>	<b>WAD File System</b>  <ul style="list-style-type: none"><li>◇ Implemented a Linux program, extracting data from a WAD file, organizing it into directories and files</li><li>◇ Applied C++ to mount the new directory to the system file explorer, providing users with read-access to the files from the WAD data</li></ul> <b>Personal Website</b>  <ul style="list-style-type: none"><li>◇ Designed a website, showing off education, experience, and projects</li><li>◇ Built by scratch using HTML and CSS</li></ul>	
<b>Technical Skills</b>	C#, Java, C++, C, HLSL, HTML + CSS, Xamarin, Python, ReactJS, NodeJS Linux Command Line, Linux & Android Development, Unity, Blender, Animation, Agile/Scrum Project Management, Git, Unreal Engine	
<b>Certifications</b>	<ul style="list-style-type: none"><li>◇ Microsoft Office Specialist: Master on Microsoft Office 2013</li><li>◇ Unity Certified User: Programmer</li><li>◇ Introduction to Programming Using HTML &amp; CSS</li></ul>	
<b>Leadership &amp; Organizations</b>	<ul style="list-style-type: none"><li>◇ Project manager for Software Engineering class</li><li>◇ Project leader for Senior Project</li></ul>	
<b>Achievements</b>	<ul style="list-style-type: none"><li>◇ Published "Jet Journey" to Google Play in 2020 </li><li>◇ "Innovative Gameplay" Award for Gator Game Jam 2021</li></ul>	
<b>Interests &amp; Hobbies</b>	Art, Animation, Dogs, Games, Game Development, Astronomy, Exercising	