THANE TATE

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EDUCATION

University of North Texas   **Expected Graduation - 2026**

Bachelors degree in Computer Science, Minor in Mathematics

GPA - 3.5

Course Work - Software Engineering, Systems Programming, Algorithms, Data Structures, Foundations of Computing, Social Issues in Computing, Advanced Technical Writing

EXPERIENCE

Andy B's Entertainment   **Jan 2024 - Present**

Technician

- Enhanced my problem solving skills by implementing technical solutions for malfunctioning systems.
- Diagnosed and resolved software and hardware issues with bowling lanes and arcade games, applying troubleshooting techniques that mirror the debugging processes in software development.
- Collaborated with team members to ensure timely resolution of technical issues, strengthening my communication and teamwork skills in a fast-paced environment.

PROJECTS

Theory Climbing |Website**|**Github

E-Commerce Platform   Next.JS | TypeScript | MongoDB | REST API | Vercel

- Developed a full-stack web application using Next.js and TypeScript, featuring secure user authentication with Auth.js and seamless PayPal checkout integration.
- Implemented MongoDB for data management, leveraging MongoDB Atlas for scalable, cloud-based data storage, enhancing performance and accessibility.
- Enchanced websites with SEO, responsive design, multi-platform, and hosting support, ensuring accessibility across all browsers and devices, increasing traffic by 25%.

Library Management System |Github

Led a team in developing a library loan management software.   C++ | Makefile | Scrum/Agile

- Led the project using Scrum/Agile methodologies, guiding the team through sprints and ensuring timely delivery, which enhanced collaboration and project management.
- Developed a management system to track loan statuses, manage book inventories, and record patron details, streamlining operations and boosting efficiency.
- Applied advanced object-oriented programming principles to ensure modularity, reusability, and maintainability.

Shell Project |Github

Collaborated with a team to create a Unix-like shell   C | Unix System Calls | GNU Make

- Developed a Unix-like shell with robust command parsing, built-in commands (cd, exit, pwd), and support for input/output redirection and piping, enabling sophisticated command chaining and execution.
- Implemented signal handling for managing background and foreground processes, with added features for aliases, command history, and multi-line command input.

TECHNICAL SKILLS

Languages & Frameworks| C / C++, Next.js, React, Javascript, TypeScript, Go, HTML/CSS
Databases| SQL, MongoDB
Developer Tools| Git/Github, Visual Studio, Jira, Infisical, Vercel, Supabase, Figma
Methodologies| Scrum/Agile, Waterfall Methodologies