THANE TATE

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[Porfolio Website](#) | [LinkedIn](#) | [GitHub](#)

EDUCATION

Expected Graduation - 2026
University of North Texas - Bachelors of Science, Computer Science, Minor in Mathematics

TECHNICAL SKILLS

Languages | NextJS, Javascript, MongoDB, TypeScript, C, C++, CSS, HTML
Developer Tools | Git/Github, Visual Studio

EXPERIENCE & PROJECTS

Technician | Andy B's Entertainment   Jan 2024 - Present

- Diagnosed and resolved software and hardware issues with bowling lanes and arcade games, applying systematic troubleshooting techniques that mirror debugging processes in software development.
- Developed and implemented technical solutions for malfunctioning systems, enhancing my ability to tackle complex problems with innovative approaches.
- Collaborated with team members to ensure timely resolution of technical issues, strengthening my communication and teamwork skills in a fast-paced environment.

Full Stack Clothing Website | Personal Project

Developed a e-commerce website for a climbing apparel brand.   TypeScript | Next.JS | MongoDB | Paypal | Github | Vercel

- Designed and implemented a full-stack web application using Next.js and TypeScript, integrating payment systems (PayPal) and secure authentication (Auth.js, Google Auth).
- Deployed the application using Vercel and GitHub, with MongoDB Atlas for database management on AWS, ensuring reliable and scalable infrastructure.
- Enhanced the user experience with dynamic server components and optimized client-side performance using SWR for state management and data fetching.

Library Management System | University Project

Led a team in developing a software solution for managing library loans.   C++ | Object-Oriented Programming

- Directed the project from inception to completion, overseeing development and ensuring the efficient management of library operations.
- Designed and implemented a comprehensive system for tracking loan statuses, managing book inventories, and maintaining patron records.
- Applied object-oriented programming principles to create a scalable and maintainable codebase.

Shell Project | University Project

Developed a basic Unix-like shell with core command execution features, providing a   C | Unix System Calls | GNU
foundational tool for system interaction.   Make | GitHub

- Designed and implemented a shell capable of handling multiple commands, input/output redirection, and piping, leveraging POSIX system calls for robust process management.
- Facilitated dynamic environment management by modifying the PATH variable and handling path modifications for executable searches.
- Applied rigorous error handling and memory management practices to ensure reliability and stability of the shell, adhering to best practices in C programming and system-level development.
- Integrated user-friendly features such as command parsing, directory changes, and batch file execution to streamline user experience and automate tasks.