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, Algorithms, Data Structures and Algorithms, Foundations of Computing, Systems Programming, Technical Writing

TECHNICAL SKILLS

Languages & Frameworks | NextJS, Javascript, TypeScript, C++, C, CSS/HTML
Databases | MongoDB
Developer Tools | Git/Github, Visual Studio, Vercel
Methodologies | Scrum/Agile Methodologies

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

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

- Developed a full-stack web application using Next.JS, integrated secure user authentication using Auth.js and the Paypal API for a seamless checkout process.
- Utilized MongoDB and MongoDB Atlas for scalable data storage and management, leveraging cloud-based features for enhanced performance and accessibility.
- Designed and implemented a responsive and dynamic front end, ensuring an adaptive user experience across various devices and screen sizes while integrating interactive elements for enhanced user engagement.

Library Management System

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

- Led the project using Scrum/Agile methodologies, guiding the team through sprints, ensuring timely delivery, and fostering effective collaboration.
- Developed a management system to track loan statuses, manage book inventories, and patron records.
- Applied advanced object-oriented programming principles to design and develop the project, ensuring modularity, code reusability, and maintainability.

Shell Project

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

- 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.