

TRISTAN J. JARVEY

<https://github.com/tristanjarvey>

Education

University of Wisconsin-Milwaukee, College of Engineering and Applied Science

Bachelor of Science in Computer Science, GPA: 4.0

Milwaukee, WI

Expected graduation: May 2026

- Coursework: Computer Programming, Discrete Information Structures

University of Wisconsin-Milwaukee, College of Letters and Science

Bachelor of Arts in Psychology

Milwaukee, WI

Dec. 2022

- Honors: McNair Scholar (2021), SURF Fellow (2021-22)

Projects

Portfolio Website (HTML, CSS) - <https://tristanjarvey.github.io/>

- Designing and developing a responsive personal portfolio website to showcase projects and skills
- Implementing modern CSS techniques including Flexbox and Grid for layout design
- Utilizing Git for version control, maintaining the project on GitHub Pages

Roulette Game (Java)

- Developed a single-player roulette simulation program, implementing realistic game mechanics, including betting options, wheel spinning, and payout calculations.
- Implemented random number generation for fair and unpredictable game outcomes, while incorporating error handling and input validation to ensure program stability and enhance user experience.

Experience

Lubar Entrepreneurship Center

Innovation Intern

Milwaukee, WI

Jul. 2024 – Present

- Manage the Lubar Entrepreneurship Center (LEC) [website](#) using WordPress, HTML, and CSS, implementing responsive design principles and optimizing for mobile devices.
- Collaborate with a cross-functional team using iterative processes to develop and implement new features for the center's presence and event programming.
- Create and distribute a biweekly newsletter, using data analytics tools to track performance and user engagement.

BioLife Plasma Services

Manager Trainee – Operations

Travel

Jun. 2023 – Jan. 2024

- Conducted root cause analysis using DMAIC methodology, resulting in an 80% reduction in a recurring issue and 10% decrease in controllable costs.
- Provided comprehensive support to teams using PowerBI and operational expertise to make data-driven decisions.
- Led the implementation of industry best practices in plasma production centers nationwide.

United States Army Reserves

Squadron Leader

Machesney Park, IL

Feb. 21 - Mar. 2022

- Led and motivated a diverse eight-member team in a high-pressure environment, utilizing Agile-like principles for mission planning and execution.
- Led the digital transformation of inventory tracking, developing a dynamic spreadsheet system increasing company-wide productivity by 20%.
- Mentored a high-performing soldier leading to his successful completion of Army Special Forces Assessment & Selection.

Team Leader

Nov. 2019 - Feb. 2021

- Coordinated complex, time-sensitive operations requiring precise communication and execution among team members, mirroring accelerated Agile sprint methodologies.
- Mentored two team members on technical and leadership skills resulting in their promotion 50% faster than average.

Combat Engineer

Mar. 2016 - Nov. 2019

- Fostered collaborative relationships across teams, driving efficient problem-solving and process improvements.

Skills

Technical: Java, HTML, CSS, WordPress, Bash, Git, Microsoft PowerBI

Soft: Agile Methodologies, Root Cause Analysis, Collaboration, Optimization, Constructive Persistence, Leadership