Truman Hess

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CAREER OBJECTIVE

Seeking a Software Engineering position where I can apply my six years of support and management experience in a collaborative work environment.

EDUCATION

Oregon State University   December 2021
Bachelor of Science in Computer Science; Concentration in Artificial Intelligence; GPA 3.87

EXPERIENCE

Lebanon Community School District, IT Intern Seasonal   June 2015 - Current
- Served a district of five-hundred employees with technological difficulties including hardware and software issues. Resolved thousands of tickets.
- Led a team of 5 intern IT employees, teaching best practices and technical procedures, increasing team effectiveness by 70%.

Oregon State University, Software Engineering Project   Sep 2020 - June 2021
- Designed and developed a tool within Unity for factory workstation designers in the modular housing industry that can reduce factory downtime by 41%.
- Created an AI system with another engineer to facilitate a realistic factory work environment.
- Collaborated with a team of 3 on the development of project requirements and design documents. Produced over 30 pages of technical documentation.
- Implemented VR functionality to facilitate immersive interaction within the factory workspace.

EXTRACURRICULAR

D&D Character Sheet DEMADE   September 2021
- Created a Dungeons & Dragons character sheet generator for the original Game Boy.

RPG Dice Roller   September 2021
- Developed a dice rolling program in under 1024 characters of code for the PICO-8 fantasy game console.