

Austin Wilmoth

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Education

Oregon State University – Bachelors of Science, Computer Science

June, 2020

- 3.59/4.0 GPA
- Leadership Academy Member
- Music Production Collective Vice President

Work Experience

Oregon State University College of Engineering

September 2018 - Current

Computer Science Teaching Assistant

Corvallis, Oregon

- Worked with new students to launch their path in computer science.
- Teach and help students master Python and C++.
- Managed labs with 15 - 30 students.

Oregon State Student Multimedia Services

January 2018 – September 2018

Production Specialist

Corvallis, Oregon

- Print posters for students and staff.
- Film and edit campus events for student groups and staff.
- Help students with media related projects.

Sierra Sharks Swim Team

April 2016 – August 2017

Assistant Coach

Cameron Park, California

- Provided fun and interactive lessons and workouts.
- Managed groups ranging in size from 3 - 15.
- Recorded and followed each swimmer's success with updates and positive feedback.
- Assisted in management of swim meets, ensuring swimmers were aware of events.

Target

September 2014 – April 2016

Cashier

El Dorado Hill, California

- Friendly and personal service to hundreds of customers each day.
- Assisted customers in using in-store rewards program.
- Additional duties: stocking, cleaning, cart retrieval, and managing self-checkout.

Skills & Interests

Technical Skills

- C, C++, Java, JavaScript, Python, Haskell, Full Stack Web Development, Data Structures, Digital Logic Design, Unix/Linux, Computer Architecture, Functional Programming, Microsoft Office Suite.

Soft Skills

- Strong understanding of hardware and software, Strong interpersonal communications, Strong leadership Skills, Confidence in ability to work towards a goal.

Interests

- Security, Software Engineering, Operating Systems, Functional Programming, Writing and producing Music.

Projects

Playlist Mixing App

- Created a web application that lets users input playlists and mix them based on criteria set by the users.
- Integrated with Spotify API's to connect to users playlists.
- Plans to connect with other music streaming services API's.

Game Development

- Used Linux/Unix terminal to build a 2D adventure game in C++.
- Multiple small games in Game Maker Studio.