

Jason Woitalla

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EDUCATION	The University of Minnesota Twin Cities <i>Bachelor of Science in Computer Science, Minor in Mathematics</i> <i>Cumulative GPA: 3.58/4.00</i>	Expected May 2023
RELATED COURSEWORK	CSCI 5117 Developing the Interactive Web <ul style="list-style-type: none">Collaborated with a team of 5 to develop two semester-long web projects, including www.quotagram.onrender.com and a clothing tracker app.Applied a variety of modern web stacks, gaining proficiency in React, Flask, and Vue and building both front-end and back-end systems from scratch.Managed DevOps tasks using platforms such as Render.com, Firebase, and Azure. CSCI 5801 Software Engineering <ul style="list-style-type: none">Collaborated with a team to design and develop a software project using fundamental software engineering principlesAcquired knowledge in software engineering requirements, design, and development techniques	Spring 2022 Fall 2022
SKILLS	Software: React, Node.js, Vue.js, Flask, Microsoft Azure, Git, ROS and Gazebo, Godot Engine Programming Languages: JavaScript, SQL, Java, Python, C#, C++, C, OCaml, HTML, CSS General Skills: Agile/Scrum development workflow, collaborating well with others, Self-directed, Clear communication abilities, Detail oriented in designing and in work	
WORK EXPERIENCE	Thrivent Financial Frontend Internship Minneapolis MN <ul style="list-style-type: none">Developed a module for the homepage as an internship final projectDeveloped user stories for the main Thrivent.com website using Handlebars and JavaScriptUsed agile development with a team of 6 other developers and passed all my work onto the quality assurance teamWorked closely with the content and design teams to ensure product consistency. Computer Science Teaching Assistant University of Minnesota, Minneapolis MN <ul style="list-style-type: none">Ran weekly lab sessions with other TAs with over 30 students in attendanceWorked closely with the professor to design projects, in C based on graduate researchProvided one-on-one support to students during office hours	Summer 2022 January 2021-Current
HOBBY PROJECTS	Web Development <ul style="list-style-type: none">Developed a personal portfolio website using React: https://www.jasonwoitalla.comDeveloped a website for author Mary Bleckwehl using WordPress: https://marybleckwehl.com/ Ludum Dare Submissions <ul style="list-style-type: none">48 hours game jam competition. Developed games from scratch in JavaScript, some submissions used the enchant.js frameworkSubmissions were judged by other people who participated, resulting in constructive feedback.	