Welcome to my Twisted Mind, AKA, my resume

I am in the process of getting skills to help me start a business, or enter a creating career using Computer Science tools. I’m going to Saint Paul College, and am on track with the Computer Science transfer path, which I intend on completing at the University of Minnesota. I’ve done a variety of things in high school, and excelled at “nerd sports”.

I want to get experience working alongside seasoned creative tech people.

***Saint Paul College 2021 - 2023***

Currently attending Saint Paul College for an “Associates in Computer Science” under scholarship through the “Workforce Development Program”. All the computer science classes in my program have been completed.

GPA == 3.89

Most of the following classes were done completely indepentantly, online only and served as a good backbone to build upon. I’ve learned quite a few different programming languages and styles. I’m able to pick up a new language to competency in about a month. I think this is the reason such a variety of languages are required. I like creating YouTube Live-Streams, and editing the recordings into videos. I want to build a few plugins for an open source video editor I use, which would make editing more efficient.

**ASSEMBLY**

 • Data representation,

 • Boolean algebra,

 • Machine-level programs,

 • Instruction set architecture,

 • Processor organization,

 • Memory hierarchy,

 • Virtual memory,

 • Compiling and linking

**C**

 • Data types,

 • Functions

 • Data structures,

 • Algorithms

 • Recursion

 • And pointers.

**C++**

 • Data types,

 • Functions,

 • Algorithms,

 • Recursion,

 • Object orientation

**HTML**

Effectively coding sites to HTML5 standards, with SEO optimization and readability in mind

**CSS**

I use CSS to add flair and personality to my websites while retaining responsive design across devices.

**JavaScript**

\*ADD WHEN JAVASCIPT GETS COVERED\*

**Java**

 • Variables,

 • Primitive data types,

 • Decision structures,

 • Loops,

 • File I/O,

 • Methods,

 • Classes,

 • Arrays,

 • Text processing,

 • Wrapper classes,

 • Inheritance

 • Abstract data types such as:

 • Stacks,

 • Queues,

 • Linked lists,

 • Hash tables,

 • Binary trees

I learned to develop the interface specification to these data structures. Algorithms were analyzed in terms of their complexity. Object oriented programming techniques such as inheritance, composition, interfaces and abstract classes are used throughout the course.

I plan on taking java certification test at end of semester.

**OCaml**

A purely functional programming language. I have learned functional techniques, such as

 • Search-based programming,

 • Concurrent programming,

 • How to program over symbolic structures and modular development for the language.

**Python**

 • Sets,

 • Sequences,

 • Functions,

 • Big-O,

 • Propositional/predicate logic,

 • Proof methods,

 • Counting methods,

 • Recursion/recurrences,

 • Relations,

 • Trees/ graph fundamentals

**PROGRAMMING**

 • FAMILIAR ON OSX/LINUX

 • Have experience pair programming

 • Excel in remote environments

 • Familiar with working in containerized dev environments

***High school***

I went to gifted and talented schools for most of my education, Transferring to Great River Montessori High School where all classes were IB International Baccalaureate, similar to AP, but harder.

 • Communication learning collaboration

 • Got college credit for my courses.

**During School I did the following activities:**

Briefly worked on buttermilk farms as part of a school excursion

**Volunteer Play testing at Glitch**

For 2 Years as a part of my schools volunteering requirements, I playtested indie games and gave feedback to their developers face to face. Glitch is a cooperative video game incubator, which has spread to the west coast. Some of the games I playtested are…

 • Ollie Oop: a skateboarding dog adventure game currently in early access.

 • Hyperdot: Nominated in 2020 at The Game Awards for Innovation in Accessibility alongside games like The Last of Us Part II, Assassin’s Creed Valhalla, Grounded and Watch Dogs: Legion

 • Fingeance: A cooprative Bullet Hell type game, for up to four players. Link to Video

 • Widget Satchel: a weight based puzzle platformer.

 • Atmocoptor: a retro side scrolling “un-platformer” by Untied Games

**Ran D&D club**

 • 10% of high school students were members.

 • I Ran club through covid (Only club to do so! And the enrollment grew!)

 • The club still exists now, even after I left.

**Ran TableTopRPG convention with over 100 guests**

 • Live music and food

 • Indie game developers, Larp House

 • Star Wars “Rise of Rebellion” game developers came and ran a game with us.

 • Established vendors (the gaming goat)

 • Costume room

 • Podcasting guests

 • Someone from Fantasy Flight Games come by and gave us games.

**External learning**

 • I attended a few MiniBars, a yearly tech conference hosted at the Best Buy Headquarters.

 • Gone to 3 Computer gaming development conventions hosted by Glitch. I tried to learn from people in the animation industry at these events. I also talked with any Indie game developers I could find.

 • I attended many Maker Fairs.

 • Have gone to 4 Con of the North gaming conventions, where I made connnections, which assisted with the development Great River Con.

**Ran a successful business selling ice cream to the employees at local businesses by bike**

 • Made more money doing this than at an equivalent summer job $30hr

 • Used money to upgrade equipment to include an electric bike.

***MISC SKILLS***

**VSCODE**

This is the primary tool I use for all my coding. It was recommended to me by professionals in the field. I’ve gotten good with the keybindings and use it daily. - Dev containers - Docker containers - Using git/github - Unix command line (terminal) - Programmed all the above languages in dev environments set up in this tool.

**Davinci resolve**

This is a great opensource non-linear video editing suite. I want to fork it and submit a keyboard macro mod, which will allow certain types of editing to go much faster. - Video edits - Basic audio mixing

**OBS Studio**

I used this tool in live video presentations, it helps give flair to videos, similar to modern newscasts. It was a hard skill to gain, but I use it in my youtube streaming. It took months to master, but was worth it in the end. - Streaming to youtube and twitch

**Procreate**

This is a really approachable illustration program for an iPad, which is a great tool to do electronic art on. I’ve been using it for years, and met professionals in multiple different fields who gave up photoshop to use it as their primary tool. I can do..

 - Character art

 - Basic sprite animation

 - Basic graphic design

**Blender**

I use this program to explore 3d model design. The end goal is to create 3d rigged models for basic animations.

I Can Also MIG Weld and Solder but am not certified