

Tristan Pudell-Spatscheck

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<https://tapscodes.github.io/>

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EDUCATION

UNIVERSITY OF UTAH, Salt Lake City, Utah

August 2020 - (anticipated) May 2025

B.S. Computer Science

- Deans List Throughout 2021-2023
- GPA: 3.4

CERTIFICATIONS: (GET LINKS TO CERTS ON MY WEBSITE)

iOS Developer Nanodegree, Microsoft AZ-900 Certification, Snowflake SnowPro Cerification

SKILLS

- Proficient Languages: Java, C#, HTML, CSS, Javascript, React, NextJS
- Moderate Languages: Swift, SQL, C++, MIPS, Python, Kotlin, C, Rust
- Tools: GitHub, Visual Studio Code, Visual Studio 2022, Cloudflare, JavaFX, QT, Android Studio, PuTTY, Microsoft Azure

EXPERIENCE / COURSEWORK

REMOTE

May 2023 - September 2023

Data Manager for SnoWrangler LLC

- Learned how to manage an existing database with Snowflake
- Became accustomed with integrating existing databases into Snowflake

UNIVERSITY OF UTAH, SALT LAKE CITY, Salt Lake City, Utah

October 2022 - Present

Paid Undergraduate Research at University of Utah

- Effectively collaborated in a research team to add accessibility option to preexisting visualization software.
- Gained experience in joining an existing project/team while working independently.
- Developed features in JavaScript and Python using Visual Studio Code.
- Open Source Contributor

UNIVERSITY OF UTAH, SALT LAKE CITY, Salt Lake City, Utah

August 2020 - Present

Undergraduate Student

Relevant Coursework:

• Object-Oriented Programming	• Ethics in Data Science	• Software Practice 1
• Foundation of Data Analysis	• Web Software Development 1	• Software Practice 2
• Algorithms	• Senior Capstone Design	• Discrete Structures
• Algorithms & Data Structures	• Models of Computation	• Designing Human Centered Experiences
• Software Practice 1	• Models of Computation	• Computer Systems
• Industry Forum	• Mobile Application Programming	• Database Systems

ACTIVITIES

University of Utah

- Tennis/Pickleball Club
- Ski Club

PROJECTS (<https://github.com/tapscodes>)

Watchlist (written in java using javafx that stores information about shows watched offline)	WWDC 19 Submission (2D game using SpriteKit in Playgrounds)
MeMe1.0 and MeMe2.0 (Takes an image from users photo album or camera to make it into a 'meme')	Virtual Tourist (Uses persistence to store data after an app closes and allows you to "virtually tour" the world.)
Pitch Perfect (Records audio from user and then changes the pitch when a button is clicked)	App Dev Honors Course Assignments (a variety of different game-like and very small utility applications)
On The Map (uses Udacity and Parse API to show locations on a map of (fake) Udacity students.)	Speedre (ai image recognition to challenge the user to take photos of certain objects as fast as possible.)
Traveler Integrated (visualization system I worked on during my undergraduate research so far)	tapscodes.github.io (my personal website created using React and NextJS)