



# Lane Enget

SOFTWARE ENGINEER

## SUMMARY

Proactive computer science student with strong technical and interpersonal skills. Background including extensive experience in the food service industry. Dependable team player who stays calm under pressure, is able to work independently, and builds a climate of trust with colleagues. Semi-fluent in French.


## PERSONAL DETAILS

### Location

Minneapolis, MN 55404

## CONTACT

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 (701) 391-7824

## RELEVANT PROJECTS

### ● Voting System

#### SOFTWARE ENGINEERING

- Created a voting system to handle capable of counting both instant runoff voting results and closed party list voting results
- Developed use cases for election officials
- Used Waterfall methodology to develop an SRS document

### ● Wordle Solver

#### INTRODUCTION TO ARTIFICIAL INTELLIGENCE

- Conducted a literature review to compare and develop an algorithm for an artificial intelligence to solve a day's Wordle
- Worked with teammates to summarize research concerning hybrid algorithms and developed programs to run benchmark tests on how often a given algorithm succeeds in solving Wordle within six guesses

### ● LMNOP

#### SOFTWARE DEVELOPMENT CAPSTONE

- Designed a social media web application to rate live performances, venues, and bands
- Implemented functionality to write posts, like and interact with other users' posts, and filter reviews based on post type
- Developed with the Django framework and hosted on Google Cloud

### ● Wake the Sheeple

#### SOFTWARE DEVELOPMENT CAPSTONE

- Created a command line application to correlate the location of the International Space Station and that location's most recent air quality index and earthquake data
- Used three separate APIs to obtain data and formatted them to display a message to the user
- Used a MySQL database to allow the user to save messages for later review

## EDUCATION

### ● Computer Science BS

UNIVERSITY OF MINNESOTA -- TWIN CITIES

09/2020 - 05/2023

### ● Software Development AAS

MINNEAPOLIS COMMUNITY & TECHNICAL COLLEGE

06/2019 -- 05/2020

## RELEVANT COURSEWORK

Program Design & Development

Artificial Intelligence 2

Intro to Operating Systems

Algorithms and Data Structures

Advanced Programming Principles

User Interface Design

Programming Graphics and Games

Elementary Computational Linear Algebra

Software Engineering 1

## TECHNICAL SKILLS

C/C++

Java

Python

JavaScript

C#

SQL

Waterfall Methodology

Agile Methodology

Data Structures

Algorithms

HTML

CSS

UX Research

Logic