CHAD PREBLE

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EDUCATION

University of Florida | **GPA: 3.92**   Gainesville, FL
B.S. in Computer Science with Artificial Intelligence Cert.   *Aug. 2021 – Present*

Relevant Coursework: Operating Systems, Data Structures & Algorithms, Digital Logic & Computer Systems, Intro to SWE, Algorithm Abstraction & Design, Computer Organization, Database Systems, Machine Learning
Relevant Involvement: ColorStack, Association for Computing Machinery, Open Source Club
Academic Achievements: President's Honor Roll, Dean's List (x6), National Merit Scholar

TECHNICAL SKILLS

Languages & Frameworks: C++, Java, Python, JavaScript, TypeScript, Angular, React, HTML/CSS, SQL
Technologies: Azure, GitHub, Visual Studio, VS Code, JetBrains, Processing, Blender, Tableau

EXPERIENCE

Viterra US   Omaha, NE
Software Engineer Intern   *May 2024 – Aug. 2024*

- Performed modifications and enhancements to company's external user-facing website, enhancing user experience through feature additions and UI improvements that addressed package updates, rebranding, and optimizations
- Advanced an initiative to sunset an email domain by creating algorithms to search for, test, and replace instances
- Executed manual deployments to DEV and PROD environments, gaining powerful insights to DevOps processes

Software Engineer / Data Solutions Intern   *May 2023 – Aug. 2023*

- Leveraged the Angular framework to design, develop, and modify various full-stack web applications
- Implemented the full-stack development of a company food drive website utilizing Angular, REST APIs, and Microsoft SQL Server, generating over 6,500 donations and inspiring a 40% increase in employee participation
- Engineered a resource planning tool enabling managers to efficiently monitor employee tasks & visualize workload

Code Ninjas   Omaha, NE
Coding Instructor   *May 2022 – Aug. 2022*

- Taught children ranging from ages 6 to 14 various programming languages, coding concepts, and critical thinking processes, challenging their problem-solving and computer programming skills in a supportive environment
- Enhanced leadership and communication skills while independently leading classes of over 20 students

PROJECTS

Rental Management App | *HTML, CSS, JavaScript, React, Node, Express, MongoDB*

- Developed a web application for vehicle rental companies using the MERN (MongoDB, Express.js, React, Node.js) stack, facilitating seamless management and reservation creation for rental vehicles
- Implemented CRUD operations for rental vehicle reservations, vehicle management, account creation, etc.
- Integrated secure user authentication and authorization features using JWT (JSON Web Tokens)

Linux Operating System Internals | *C++, C, Linux*

- Built a functional file system utilizing WAD files & replicating FUSE daemon functionalities for user interaction
- Implemented a memory manager to efficiently handle OS memory, ensuring access control & no memory leaks
- Developed multithreaded kernel programs, system call functionalities, networking protocols, etc. from scratch

Terrain Generator | *Java, Processing*

- Designed a terrain simulator which generated three-dimensional maps of terrain, including sliders to modify terrain size, acuteness, and height intensity as well as toggles to representatively color generations
- Incorporated support for user-designed terrain by interpreting relief maps, presenting them in three dimensions
- Utilized concepts such as point interpolation for animation to enable interactive control of generations