# ERIK SKOOG

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## EDUCATION

AUGUST 2018 - MAY 2022

**Bachelor of Science**: Software Engineering
University of Nebraska-Lincoln, Lincoln, NE
GPA: 3.681 *(Dean's List)*

- Minor(s) in Mathematics, Music Technology

## SUMMARY

An enthusiastic student in software engineering with 3 years of experience in object-oriented programming, development, testing, debugging, and product management. Motivated to grow and diversify through experience as a software engineer. Experienced musician with knowledge in digital audio workspaces regarding workflow, user experience, and VST development.

## TECHNOLOGIES & FRAMEWORKS

**Proficient:**
- Python
- JavaScript
- React.js
- SQL
- Git VCS

**Exposure:**
- C#
- SCSS
- HTML
- Postman
- Logic Pro X
- C
- Unity
- SQL Server
- Ableton Live

## WORK HISTORY

AUGUST 2020-CURRENT

**Software Development Manager** | Senior Design at The University of Nebraska-Lincoln | Lincoln, NE
- Develop and enforce architecture for solutions
- Determine technologies needed for solutions used by squad members
- Manage the squad's commitments for each iteration
- Identify development roadblocks/impediments

MAY 2020-AUGUST 2020

**Software Engineering Intern** | Spreetail | Lincoln, NE
- Contributing member of the Supply Chain Viper squad
- Built web-based software with .NET, SQL Server, and JavaScript to solve business problems faced by the Spreetail team and associated fulfillment centers
- Engineered in an Agile environment
- Engaged in code reviews of both myself and fellow peers

JANUARY 2019-CURRENT

**Volunteer Teacher/Facilitator** | Girls Code Lincoln | Lincoln, NE
- Develop goals oriented towards teaching young girls to become involved in STEM and find a passion for programming
- Write/teach curriculum centered around JavaScript, CSS, and HTML
- Help facilitate workshops by Zillow, Hudl, and other local companies

**SKILLS**

- Software Engineering
- Programming
- API Design/Testing
- Software Development
- Project Management

- Web-Based Software Engineering
- Scrum
- Build Releases
- Code Reviews
- Writing/Communication

**FEATURED PROJECTS**

JULY 2020

**Whiz Blade** | GMTK Game Jam 2020 | Top 2% Submission

- Whiz Blade is a tile-based puzzle game where eye-contact is a double-edged sword. The game features innovative twists on basic tile-based game mechanics forcing players to think outside of the box when approaching new levels.
- Experience with Unity, C#, and Ableton Live

FEBRUARY 2020

**CrossGuard** | HackKU 2020 | 3rd Place Overall

- CrossGuard is a cross-platform mobile application that aids blind individuals with navigating busy streets on foot. The application utilizes the Google Cloud API to navigate and Accuweather's API to create predictions for walking conditions.
- Experience with Flutter, Dart, and Google Cloud API

JANUARY 2020

**ScrapShot** | Cornhacks 2020 | Green Track Winner

- ScrapShot is a mobile application used to determine whether an item is recyclable based on live image recognition. The app includes a scoring system for scanned recyclable items where users can enter for raffles by redeeming points.
- Experience with Kotlin, Google Maps API, TensorFlowLite API