

Wolfgang Strubbe

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General Skills

Programming/Markup Languages

Java, Scala, C, SML, Python, Django, React, Javascript, HTML, CSS, L^AT_EX, Bash

Operating Systems

Linux (Debian Based), Windows 10

Methodologies and Protocols

Scrum/Agile Methodology, UML Design, Networking Protocols (TCP/IP)

Work Experience

Summer 2023 - Xorbix Technologies

Worked as a software engineer intern, used React to create dynamic website frontends for multiple large businesses such as Grandé Cheese Company, Komatsu Construction, and Brady Corporation. As an intern, I attended daily Scrum meetings, tested code written by full-time software engineers, and made my own contributions to real applications used by the businesses listed above.

Education

2021/Present - University of Wisconsin Milwaukee

College Of Engineering and Applied Sciences

Currently working for my Bachelor's Degree in Computer Science. Completed courses include: Data Structures and Algorithms, System Programming, Calculus II, Intro to Software Engineering, and Computer Networks.

Honors College

As a member of the UW-Milwaukee Honors College I am enrolled in courses that engage my critical thinking and analysis skills. I am on track to graduate with Distinction in Honors in 2025.

Dean's List

Dean Brett Peters added me to the UW-Milwaukee College of Engineering and Applied Sciences Dean's List in Spring of 2022. I have remained on the list every semester since. You can view the Dean's List [here](#).

Extracurricular Activities

Fall 2023/Present - Comp-Sci Tutoring

Each week during the semester I work as a UW-Milwaukee drop-in tutor for computer science. I help teach students material for various courses (primarily Data Structures and Algorithms). Through this work I have learned to articulate computer science concepts in an easy to comprehend way and read erroneous code written by others to help find bugs.

Fall 2021/Present - Game Design and Development Club

I am one of the lead officers of the UW-Milwaukee Game Design and Development Club. Through the club I have learned how to manage a group of dedicated developers in order to finish a game within our club's deadline while maintaining a high level of quality. Our first release, "Clash of the Collegiate" is available for free on itch.io.