

Sheldon Sandbekkhaug

sheldon@sandbekkhaug.net

linkedin.com/in/SheldonSandbekkhaug

github.com/SheldonSandbekkhaug

Education

The University of Texas at Austin

December 2015

Bachelor of Science in Computer Science

- GPA: 3.94

Work Experience

Multimedia Games, Austin, TX

Summer 2014

Development Intern

- Implemented application logic and UI for video games on a four-person team
- Improved and refactored internal software tools

Calxeda, Austin, TX

Summer 2013

Software Intern

- Collaborated with others to design and implement new features for Calxeda's server management tools
- Wrote and automated tests for ARM servers using Python unit testing library

Projects

Polygon Breeder

- Developed AI algorithm and GUI to teach a computer how to create art

PEACE

- Designed and built a turn-based strategy game

StickyFeet

- Collaborated on a program that simulates "artificial life"

Probability Calculator

- Wrote iOS application to predict and simulate dice rolls

Music Player

- Built object-oriented application and simple API for playing music files

Technical Skills

- Proficient in Java and Python
- Experience with C, C++, C#, Objective-C, JavaScript, Perl, SQL and HTML
- Certified Scaled Agile Framework (SAFe) Practitioner

Extracurricular Activities

- Association for Computing Machinery (ACM)
- Attended HackTX 2014, uMAD Spring 2015, and Three-Day Startup
- Basic knowledge of Norwegian and French
- Understanding of Agile Development and Lean Startup