

Simone Scheuer

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EDUCATION

Portland State University | Bachelors in Math and Computer Science **9/23/2023-Present**

- GPA: 3.88
- Expected Graduation: June 2027

SKILLS

- Programming with Python, C, C++, and JavaScript.
- Web development using HTML, CSS, and React via JSX and TS.
- AI engineering via GPT API and Cursor.

EXPERIENCE

Web Intern | Sailing Education Adventures **7/2024 - 9/2024**

Assisted with website and operational development for a sailing education nonprofit.

- Updated and modernized the Squarespace website to improve engagement.
- Supported grant applications to fund youth educational programs.
- Provided in-person support for sailing classes.

Club Leader | We In Computer Science **9/2023 – Present**

Run a student organization focused on professional development for minorities in tech.

- Run weekly Leetcode workshops to help students prepare for technical interviews.
- Collaborate with a local Google Developer Group to run technical workshops.
- Created a frontend development bootcamp to help round out students' CS educations.

Software Engineering intern | Frogland - Good Ribbit Productions, LLC **1/2024 - 6/2024**

Worked with a team to develop a digital card game from ideation to working prototype.

- Ideated gameplay concepts collaboratively with team members in Miro.
- Worked with shared codebases using Git, ensuring adequate version control.
- Prototyped random card feature generation algorithm using Excel.

PERSONAL PROJECTS

- **RogueShip** - A gamified computer science quiz program designed to reinforce fundamentals.
- **ChatGPT Clone**- A React replica of the ChatGpt website using the API.
- **DrawSlop**- An online interactive drawing and art sharing platform using React, using a Firebase dynamic database and google authentication to allow users to create and publish art worldwide.
- **GameOfLife** - An interactive React simulation of Conway's Game of Life with custom pattern creation and drag and drop functionality.