Gunnar Wise

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EDUCATION

Arizona State University | Tempe, Arizona

B.S. in Computer Science | GPA: 3.92 / 4.00 **Graduating May 2027**

Relevant Courses: Data Structures and algorithms, Object-Oriented Programming, principles of programming, programming languages, Theoretical Computer Science, Software Engineering, Information Assurance

TECHNICAL SKILLS

Programming Languages: Java, Python, C, C#, C++, Kotlin, SQL, PHP, HTML/CSS, JavaScript, Prolog, Scheme
Developer Tools & Platforms: Git, GitHub, Linux, AWS, VS Code, Visual Studio, Unity
Frameworks: ASP.NET, Angular

RELEVANT EXPERIENCE

Wise Agent | Software Development Intern | Fountain Hills, Arizona **October 2024 - Present**

- Contributed to full-stack development of internal and client-facing web applications using C#, ASP, JavaScript, and Angular.
- Built and maintained backend services, integrating APIs and optimizing database interactions.
- Collaborated via GitHub for version control, handling pull requests, code reviews, and branch management.

Wise Agent | Data Migration | Fountain Hills, Arizona **May 2022 - May 2024**

- Facilitated the seamless migration of real estate brokers' and agents' databases into the Wise Agent CRM platform by cleaning and reformatting data to meet system requirements.
- Edited and standardized column headers for database compatibility, ensuring efficient transitions from other systems.
- Conducted quality assurance testing on pre-release software features, identifying and documenting bugs to improve overall system reliability and performance.

PROJECTS

C# Unity 3D Game | East Valley Institute of Technology **March 2022**

- Wrote clean, commented code in C# for game logic, input, and visual effects.
- debugged the game across multiple devices to ensure a clean and bug-free gameplay.
- Utilized Unity Editor for scene design, animations, effects, and more.

Autonomous Maze Solving LEGO Car | ASU Intro to Engineering **December 2023**

- Developed algorithms in MATLAB for real-time pathfinding using different sensors to guide the car.
- Coordinated with teammates to divide tasks, troubleshoot, and integrate software and hardware.
- Used the Software Engineering Life Cycle phases for an efficient process of designing, implementing, and evolution.

YouTube Data Aggregator | Personal Project **February 2024**

- Worked with YouTube Data API to retrieve and process metadata, statistics, and content
- Parsed and structured data for insights on views, likes, subscribers, and other metrics.
- Created a streamlined format for easy data interpretation and visualization.