

Wolfgang Strubbe

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Introduction

Computer science graduate (May 2025) from Milwaukee seeking a Software Engineer position. I bring hands-on experience in software development through internships and personal projects. Known for being a quick learner and adaptable team player, I thrive in diverse work environments. I look forward to the opportunity to contribute to your team!

Education

Bachelor of Science in Computer Science

University of Wisconsin-Milwaukee, College of Engineering and Applied Sciences | Expected Graduation: 2025

- Relevant coursework: Data Structures and Algorithms, Algorithm Design and Analysis, Software Engineering, Server-side Internet Programming, Intro to Database Systems
- Member of the Honors College, focusing on critical thinking and analytical skills; on track to graduate with Distinction in Honors.

Dean's List

University of Wisconsin-Milwaukee, College of Engineering and Applied Sciences

- Achieved Dean's List recognition since Spring 2022, maintaining high academic performance.

Experience and Projects

Software Engineer Intern

Xorbix Technologies | Summer 2023

- Developed dynamic front-end applications using React for major clients, including Grande Cheese Company, Komatsu Construction, and Brady Corporation.
- Collaborated in daily Scrum meetings to discuss project progress and align on goals with the development team.
- Conducted code testing and provided valuable contributions to live applications, ensuring quality and performance.

Website Administrator

Freelance Projects | Ongoing

- Designed and managed multiple websites for clients, ensuring optimal functionality and user experience.
- Configured linux cloud servers for HTTPS web hosting.

Home File Server Setup

Personal Project | Ongoing

- Configured a home file server to host various applications, including a file sharing system and media hosting platform.

- Gained hands-on experience with server management and network configuration, enhancing my technical skills in a real-world setting.

Lead Officer

Game Design and Development Club, University of Wisconsin-Milwaukee | Fall 2021 – Present

- Collaborate with a team of developers to design, develop, and deliver high-quality games within established deadlines.
- Successfully released "Clash of the Collegiate," available for free on itch.io, showcasing our team's creativity and technical skills.
- Foster a collaborative environment by organizing meetings, delegating tasks, and providing mentorship to club members.

Computer Science Tutor

University of Wisconsin-Milwaukee | Fall 2023 – Present

- Facilitated weekly drop-in tutoring sessions for computer science students, focusing on topics such as Data Structures and Algorithms.
- Enhanced understanding of complex concepts by articulating them clearly and effectively, fostering an engaging learning environment.
- Diagnosed and debugged student code, helping peers improve their coding skills and resolve programming challenges.

Technical Skills

Programming languages

- Python, Java, C, Javascript, Bash, HTML, CSS

Frameworks and libraries

- Django, React

Tools and technologies

- Cloud Computing, Server Configuration, Git, Docker, MySQL, Command Line, Visual Studio Code, Eclipse

Networking and Security

- Wireshark, Cisco, Firewalls, VPNs, Linux (Debian, Arch), Windows, Command Line/Bash

Other

- Agile/Scrum Methodology, Trello Project Management

Certifications

Information Security Certificate (Expected Graduation: 2025)

University of Wisconsin-Milwaukee

- Focuses on protecting information resources against cyber threats, data breaches, and unauthorized access.
- Equips students with skills to assess security risks and implement protective measures within organizations.