# VICTOR SANDI

### COMPUTER SCIENCE MAJOR

#### Warr Acres Oklahoma, 73132

✓ victorsandi.okc@gmail.com

**(405)** 590-2842

linkedin.com/in/victor-sandi/

### **OBJECTIVE**

Computer Science major looking for work opportunities to better myself by working along side some of the best professionals in the field. Hoping to further my professional skills and technical knowledge in a full time job after graduation.

#### **EDUCATION**

Computer Science, B.S. / M.S. University Of Oklahoma | Norman, OK

Expected: May 2025

In Accelerated Masters Program with an Emphasis on Software Engineering & Artificial Intelligence / Machine Learning

- B.S. Expected May 2025 with a Minor in Mathematics
- 3.54/4.00 GPA

## **EXPERIENCE**

Software Engineer Intern

DoD, Tinker AFB, 76th Software Engineering Group | Oklahoma City, Oklahoma

May 2024 - Aug 2024

- · Was put on a team focused on developing new software
- Primarily Utilized Jira, and other Atlassian tools as well as programming languages (Python, C#, Ada)
- Work on AI and dealt with Prompt-Engineering
- Received Secret Security Clearance

#### Software Engineer Intern

DoD, Tinker AFB, 76th Software Engineering Group | Oklahoma City, OK

May 2023 - Aug 2023

- Rotated through various teams to use and learn different work methodologies
- Primarily Utilized Agile/Scrum, Jira, and various programming languages (Python, C#, Ada)
- Received Secret Security Clearance

## **COURSEWORK**

Software Engineering - C S 3203

Aug 2023 - Dec 2023

Principles of Programming Languages - C S 3323

Jan 2023 - May 2023

Data Structures - C S 2413

Aug 2022 - Dec 2022

### **SKILLS**

Software Engineering Principles:

Java, React, C++, C, C#, Ada, Python, Jira, Git, JavaScript, Confluence, BitBucket

General:

Problem-Solving, Critical Thinking, Adaptability, Leadership, Time Management, Training and Teaching

Languages:

English, Spanish

## **HONORS & AWARDS**

Deans Honor Roll (5 Semesters)

University Of Oklahoma

Fall 2021 Freshman Engineering Showcase Finalist

University Of Oklahoma