Allan Habiger

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EXPERIENCE

UNIVERSITY OF MINNESOTA, OIT | Student Lead
Sept, 2022 – Dec, 2024 | Minneapolis, MN
- Developed solutions using JavaScript and product APIs to increase the efficiency of tracking employee productivity and attendance.
- Collaborated in Agile Scrum workflows as a member of the AI Chatbot Team, handling millions of daily interactions to reduce employee workloads.
- Monitored the university network and used a variety of methods to resolve outages and errors.
- Worked as the first point of contact to assist student workers with workplace needs and live customer assistance.

MACKIN EDUCATIONAL RESOURCES | Warehouse Order Consolidation
Jan 2022 – Aug 2022 | Burnsville, MN
- Worked with managers to ensure important tasks are completed on a timely basis.
- Located lost books using database records to ensure on-time shipping of orders.
- Assisted other teams with their tasks to ensure a smooth workflow with no bottlenecks.

CULVER'S | Employee Trainer
Jan 2021 – Sept 2021 | Savage, MN
- Maintain consistent and quality work in a fast paced environment through communication and guidance.
- Met with Corporate IT to learn about a new TIL system to teach employees for pilot testing.
- Provide hands-on training to team members for proper safety and execution of tasks.

PROJECTS

SCHEDULING WEB APP | Scheduling Solution for Businesses
Work In Progress
- Designed with Microsoft SQL Server, .NET 8, and Angular, with plans of deployment on Azure.
- Features a multi-tenant structure, allowing product owners to fully manage their instance through user-friendly interfaces or API calls.

HABe | 2D Game Engine
Work In Progress
- Built from scratch in C using OpenGL and Windows header files for a native windows app.
- Contains support for interacting sprites, camera systems, and real-time input polling.

EDUCATION

UNIVERSITY OF MINNESOTA, TWIN CITIES
Bachelor of Science in Computer Science
Cumulative GPA: 3.6

SKILLS

PROGRAMMING
4+ years:
Python • C • Java • Lua
1+ years:
SQL • HTML • CSS • JavaScript
0+ years:
Matlab • Apps Script

TECHNOLOGY
Git/Github • Docker • Jira
SSMS • .NET • Angular
Machine Learning • Automation

COURSEWORK

UNDERGRADUATE
Program Design and Development
Algorithms and Data Structure
User Interface Design
Database Systems
Graphics and Games
Artificial Intelligence

RESEARCH

OTHELLO AGENT RESEARCH | Self-directed research for Class
Conducted research on Othello strategies and game agents to create an optimized approach. An Alpha-Beta Pruned Mini-max Tree with depth cut-offs was implemented. It uses eight distinct evaluation strategies for decision making. At a depth of eight, it successfully defeated **Google's implementation on the hardest difficulty**.

LINKS

Website: **allanhabiger.com**
Github: **github.com/habigerallan**
LinkedIn: **linkedin.com/allanhabiger**