

TEAM INVENTORY

Kenzie Norris Krystian Bednarz Sam Asher Preston Lee

Sponsor: Dr. Okim Kang

Organizer: Michael Leverington

Mentor: Daniel Kramer



Introduction

The purpose of this team inventory document is to briefly introduce the members of our team. The following pages briefly outline the training, skills, and relevant experience of each team member

2/10/2023



Kenzie Norris

Major: Computer Science, Senior

Hometown: Glendale, AZ

Role: Team Leader

Bio: A computer science senior with experience in real-world companies and projects. With a wide range of interests from the depth of videogame development to the vast world of graphic design, I'm ready to take on any task.



Education

- High School
 - ➤ The Odyssey Institute for Advanced and International Studies
 - ➤ GPA: 3.83
- College Experience
 - Northern Arizona University

■ CS312 : Web Programming

■ CS430 : Computer Graphics

■ CS480 : Operating Systems

Work Experience

- Deloitte Cyber Internship
 - > Worked in a professional team programming for a real-world client
 - > Handled Macros and Structures, auditing data
- Web Programming Teachers Assistant
 - > Wrote Assignments for Students involving HTML, CSS and Javascript
 - ➤ Worked alongside students with debugging servers and Javascript code
- Server Manager
 - > Programming in Java and Javascript to send data to and from two different applications

- ❖ Efficient in Languages C, C++, HTML, CSS, Java, Javascript, SQL, Python
- Graphic Design and Digital Creation
- Professional Communication and Organization

2/10/2023



Sam Asher

Major: Computer Science, Senior

Hometown: Belgrade, MT **Role:** Release Manager

Bio: A computer science senior with a passion for solving problems and challenging myself. I like to develop my existing skills as well as learn new ones.



Education

- High School
 - > Belgrade High School
 - ➤ GPA: 3.7
- College Experience
 - > Northern Arizona University
 - CS386: Software Engineering
 - CS345: Database Systems
 - CS460: Computer Networks

Work Experience

- App development
 - > Worked with a small team of other students to create a mobile budgeting app targeted at college students.
 - ➤ Coded in Android Studio and integrated with an AWS database.
- Large Teams
 - ➤ Employed in several jobs where teamwork and effective communication were necessary. Developed strong time management skills.
 - > Developed strong time management
- Operating System Simulator
 - ➤ Written in C on the University Linux server.
 - ➤ Capable of handling multiple forms of CPU scheduling as well as memory management.

- ❖ Efficient in Languages C, C++, HTML, CSS, Java, Javascript, SQL, Python
- Problem solving and Teamwork

2/10/2023



Preston Lee

Major: Computer Science, Junior

Hometown: Anthem, AZ **Role:** Database Architect

Bio: Artificial Intelligence enthusiast raised in the art with a deep understanding of the inner workings with desire to solve problems using new, modern, sometimes self developed

methods.



Education

- High School
 - ➤ Boulder Creek
 - ➤ GPA: 3.6
- College Experience
 - > Northern Arizona University

■ CS470 : Artificial Intelligence

■ CS386 : Software Engineering

■ CS499 : Artificial Reality

Work Experience

- ❖ Software Engineering Project
 - > Documented and helped design a stock retrieval application.
- AI Projects
 - ➤ Made a path finding algorithm
 - ➤ Made a boggle board solution finder

- ❖ Efficient in Languages C, Python, C++, HTML, CSS
- Overall project planning and blocking
- Great at resolving conflict between members

2/10/2023



Krystian Bednarz

Major: Applied Computer Science, Senior

Hometown: Litchfield Park, AZ

Role: Documents Manager

Bio: I am a first generation American, where my parents are immigrants from Poland. I am a team player who is willing to

face any challenge.

Education

- High School
 - > BASIS Ahwatukee
 - ➤ GPA: 3.5
- College Experience
 - > Northern Arizona University

■ CS470 : Artificial Intelligence

■ CS467 : Software Assurance

■ CYB310 : Malware Analysis

Work Experience

- AI Learning
 - ➤ Developed multiple maze traversal systems
- Raytracer Development
 - > Implemented reflection and refraction
 - > Shading
 - > Planes and spheres
- Researched debugging systems
 - > Fuzzers

- Efficient in Languages C, Python, HTML, Java
- Organizational Skills
- Presentation Coordinator

