

Team Inventory

October 2, 2024

Lumberjack Balancing

Project Sponsor: Dr. Scot Raab

Project Mentor: Paul Deasy

Team Members: Riley Burke, Cristian Marrufo,
Sergio Rabadan, Braden Wendt



Overview

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.

Riley Burke

Hometown: Phoenix, Arizona

Major: Software Engineering



Education:

- Northwest Christian School
 - 4.0 GPA
- Northern Arizona University
 - 3.89 GPA
 - CS386 - The class is all about the software engineering cycle, which is exactly what we are doing for this project.
 - SE450 - This class is all about software testing, which will be vital in the later stages of this project

Work Experience:

- Worked with the NAU RESHAPE Lab to create a chatbot extension for Python's IDLE interpreter.

Skills:

- Team Communication
 - Worked on many projects with teams and know how to communicate efficiently
- Intermediate Python Skills
 - The chatbot for RESHAPE was written in python. I have also written some python scripts for personal use.

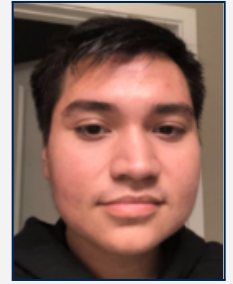
Other Interests

- I love to read and play any form of games with friends and family

Sergio Omar Rabadan Salgado

Hometown: Mexico City, Mexico

Major: Computer Science



Education:

High School: Western School of Science and Technology

- 3.8 GPA

Northern Arizona University

- CS 386 - Software Development which delves into the process of

Work Experience:

- Almma application Internship: analyzed data from .CSV file
- Tutoring and Teacher Assistant for the CEIAS department
- CS 386

Skills:

- Gained basic experience developing macros for a business company
- Gained considerable experience parsing through excel files in CS 126, 136, 249, 386, and personal projects.
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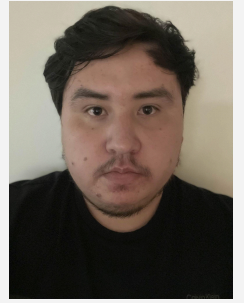
Interests:

- I love playing video games and trying new experiences

Cristian Marrufo

Hometown: Durango, Mexico

Major: Applied Computer Science



Education:

- Coconino High School
- Northern Arizona University
 - CS 386: A Software Engineering course based on the development of software and the steps necessary to achieve the launch of a product.
 - CS 470: This course focuses on the development of relatively large scale programs which all incorporate the use and development of artificial intelligence at a basic level.
 - CS 345: An overview of how databases are implemented and utilized in the industry.
 - CS 396: Principles of programming languages offers an overview of programming languages as a concept, while also providing valuable experience when it comes to the implementation of object oriented programming.

Skills:

- Software development experience from previous in class projects, specifically CS386.
- Proficient in various programming languages including C, C++, C#, Python.

Other interests:

- I enjoy learning about new developing technologies, creating art, and playing video games.

Braden Wendt

Hometown: Scottsdale, Arizona

Major: Applied Computer Science



Education:

- Chaparral High School 3.7 GPA
- Northern Arizona University 3.6 GPA
 - CS 480 (Operating Systems), CS 386 (Software Engineering), and CS 396 (Principles of Programming Languages)

Work Experience:

- NAU Onbase Student Worker
- Leverage OnBase software for interdepartmental communication at Northern Arizona University.
- NAU Undergraduate Research Bioinformatics
- Longitudinal Analysis of Antimicrobial Resistant Haemophilus influenzae in Nursing Home Residents Across Phoenix, Arizona, and Meta-Analysis of Metagenomic Sequencing Data Containing Resistance in Haemophilus Influenzae.

Skills:

- Financial Accounting, C, C++, C#, SQL, Python, SCRUM software development, Assembly language.

Other Interests:

- Outdoors activities like camping and fishing. I love sports and animals. I like to spend time with my family and friends.