Vegas Mantsch

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EDUCATION

Univeristy of Wisconsin - Green Bay, Green Bay, WI   **May 2026**
- Bachelor of Science Degree – Computer Science with Emphasis in Software Engineering

WORK EXPERIENCE

IT Intern - O'Connor Wealth Management, Mequon, WI   **May 2024 – Sept 2024**
- **Set up and configured computers**, ensuring optimal performance and security for end-users.
- **Updated and maintained software programs** across multiple workstations to ensure the latest features and security patches.
- **Developed and implemented automation scripts**, streamlining accounting processes and reducing manual workload.
- **Collaborated with administrative** assistants to identify inefficiencies and deploy technical solutions, improving overall office productivity.
- Provided **technical support and troubleshooting** assistance to ensure minimal downtime and smooth operations.
- **Documented IT processes and procedures** to support ongoing and future IT initiatives.

PROJECTS

Visual Sorting Display
- **Engineered** a dynamic C++ application with SFML that brings sorting **algorithms** to life through engaging real-time visualizations.
- Enabled **user interaction** to seamlessly switch between sorting methods like Bubble Sort and Quick Sort, showcasing their unique processes.
- **Crafted visually compelling animations** that elucidate the intricacies of sorting, making complex algorithms accessible and intuitive.
- **Optimized performance** for fluid, lag-free display, ensuring an immersive and educational user experience.
- Demonstrated proficiency in advanced C++ programming, graphical rendering, and **algorithmic logic** through **hands-on project development**.

Medieval Munchers
- **Engineered** an immersive Java rendering, blending images and arrays to bring to life the vibrant world of Medieval Munchers.
- Employed **advanced collision detection algorithms**, synchronized with game ticks, to ensure **seamless interaction** between the player and dynamic entities.
- Illustrated creativity and attention to detail by meticulously **crafting all player models and images from scratch**, infusing the game with a distinctive aesthetic.
- Pioneered **innovative map generation techniques**, parsing numerical data from text files to dynamically construct diverse and captivating landscapes.
- Streamlined entity creation by implementing a **flexible object-based approach**, allowing for efficient replication and customization of game elements.

Krypton API
- **Revolutionized user authentication and data retrieval** with the Krypton API, seamlessly integrating EJS, JavaScript, TypeScript, CSS, and SQL technologies.
- **Engineered a robust authentication system** that guarantees security and reliability, safeguarding user data with **cutting-edge encryption protocols**.
- Simplified integration with any website management system, offering a **user-friendly interface** and **straightforward implementation process**.
- Enhanced efficiency by enabling **seamless retrieval of computer data** using product IDs, streamlining data access and manipulation for developers.
- Empowered developers with a **versatile toolset**, allowing for easy customization and integration into a wide range of web applications.
- Leveraged a **combination of frontend and backend technologies** to deliver a comprehensive solution for secure user authentication and data management.