

Leo Hoerdemann

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Skills

Programming Languages: C#, Python, C++, Java, JavaScript, Arm Assembly, and C

Framework and Libraries: .NET, Unity, Unreal, Wwise, Android SDK, React, Astro.js, Node.js

Tools and Technologies: Git, Docker, Kubernetes, Jenkins, Jira, Google Cloud Platform, Linux, Ableton, Active Directory

Databases: MSSQL/ MySQL, MongoDB, Firestore

Education

Michigan State University – BE in Computer Science, Minor in Computational Math, Minor in Business 2021 - Grad: 2024

Experience

Power BI Developer, Power Construction – Chicago, IL | *Power BI, Microsoft 356, Oracle DB* February 2025 – Present

- Built and maintained a catalog of around 50 **Power BI** reports for use around the company providing teams with insights.
- Represented the needs of Power BI for use in the larger hierarchy of company systems for optimization and integration.

IT Intern, Truly Engaging – Carol Stream, IL | *ASP.NET, C#, MSSQL, Windows Server*, May 2023 – August 2023

- Developed a minimal API service using **ASP.NET** to streamline interactions with an **MSSQL** server by 75%.
- Maintained 20 various printing, packaging, and inventory machines and systems daily, reducing down-time.

IT Intern, Perma-Pipe International Holdings – Niles, IL | *Freshdesk, MySQL, Active Directory, O365* May 2022 – July 2022

- Managed IT services for a branch office of 40 using **Freshdesk**, **MySQL**, and **VirtualBox** to ensure seamless operations.
- Decommissioned, logged, and properly disposed of around 100 out-of-service devices, improving equipment tracking.

System Engineering Intern, Easy IT Support – St. Charles, IL | *Windows Server* June 2020 – December 2020

- Serviced 3 distinct clients regularly in setting up and maintaining their IT operations, aiding in operation enhancements.
- Repaired individual client devices for data recovery or restored for continued use with an 80% success rate.

Projects

Unreal Engine Networked Class Shooter (Daemon) | *Unreal, Blueprints, Ableton, Metasounds* [Steam](#)

- Created 40 audio assets in **Ableton** and implemented them in **Unreal** 5.3 for a networked multiplayer 4 v 4 class shooter.
- Worked on a team of 15 with feedback from Blizzard mentors to create and iterate on the game ahead of a steam release.

UWM IT Datamart Microservice for Bitbucket | *ASP.NET, C#, MSSQL, Orkes, Jenkins, Docker, Bitbucket, Jira* [Capstone Page](#)

- Collaborated with United Wholesale Mortgage to create a full stack application for data aggregation surrounding the roughly 200 Bitbucket repositories within the company.
- Created a microservice using **ASP.NET**, **MSSQL**, **Docker**, and **Orkes** to collect over 100,000 data points on commits, dependencies, frameworks, team activities and more, powering data visualization and future data modeling.
- Connected a **React** and **Node.js** frontend to display insights, aiding with informed decisions in the 7000-person company.

ChatGPT Powered Chat Bot | *ASP.NET, C#, Google Cloud Platform, React, Docker* [GitHub Repository](#)

- Developed a Discord chat bot integrated with the **OpenAI API** to provide the latest model to around 50 users at low cost.
- Built using **ASP.NET** and hosted on **Google Compute Engine** via a **Docker** container, utilizing **Firestore** and **Secret Manager** for data storage and security at 10% of the cost.

Unity Based First Person Movement Shooter (ChromaKill) | *Unity, C#, Ableton* [Itch.io](#)

- Contributed as a sound designer on a team of 10 over 4 months to create a movement FPS game in **Unity**.
- Created and implemented 60 sound effects using the default unity audio system, enhancing the gaming experience.
- Participated in 10 weekly feedback sessions with Bungie to improve game mechanics and development workflows.

Reddit Sentiment Analysis Stock Trading | *Python, Keras, Finance APIs, MongoDB* [GitHub Repository](#)

- Collected and stored 5400 Reddit posts relating to investing over the course of a month into a **MongoDB** database.
- Utilized **Keras** to assign sentiment values to each post from -1 to 1.
- Designed a stock trading simulation based on the sentiment analysis, achieving a 7% return using real-world stock data.