James Radomski

Computer Science | Software Engineering | IT Infrastructure

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EDUCATION

Saginaw Valley State University
B.S. IN COMPUTER SCIENCE
Expected May 2027

GPA: 3.92; **President's List** Fall '22, Winter & Fall '23, Winter '25, Winter '26
Dean's List Winter & Fall '24, Fall '25

SKILLS

Programming Java, Python, JavaScript, TypeScript, C#, HTML, CSS, SQL
Technologies Node.js, Express.js, Express-Handlebars, SQLite, MongoDB, Google Cloud, Git, GitHub, Gradle, WinUI 3, .NET
Industrial & Networking Routing & Switching, VLANs, IO-Link, MQTT, TCP/IP
Software MS Word, Excel, PowerPoint, JetBrains IDEs, VS Code
Operating Systems Windows, Linux, Cisco IOS

COURSEWORK

Computer Networking Configured routers, switches, and VLANs in simulated enterprise networks to implement network segmentation.
Full-Stack Web App Dev Developed full-stack web applications using Node.js, Express, REST APIs, and MySQL for data storage and retrieval.
Database Systems Developed Unix-based programs involving process management, concurrency, and system programming.
Operating Systems Operating system architecture, process & memory management, concurrency, and Unix system programming.
Programming Language Concepts Applied multiple programming paradigms and developed low-code automation workflows with Power Automate.

WORK EXPERIENCE

Howmet Aerospace | IT/OT Convergence Intern

May 2026 – August 2026 | Whitehall, MI

- Designed and developed a full-stack inventory management system using C#, .NET, and WinUI 3, integrating electronic ink (e-ink) tags to replace a paper-based warehouse inventory tracking and organization process.
- Researched and selected industrial hardware for a pick-to-light system, implementing direct IO-Link communication to integrate physical devices with the inventory management application.
- Implemented real-time inventory monitoring and component-location functionality to streamline component retrieval and support data-driven production planning.

PROJECTS

sol-lexical-analyzer | Java, REST API, SQLite

- Implemented an SQLite-based caching system to optimize speed and scalability, reducing response times by up to **95%**.
- Deployed & maintained the service via a Google Cloud Compute Engine VM to ensure continuous availability.

mqtt-network-temperature | MQTT, Python, TCP/IP

- Designed & implemented an MQTT-based network to publish and subscribe to temperature sensor data.
- Configured clients and broker communication to demonstrate message-oriented networking concepts.

ACTIVITIES

Game Design Club | Treasurer, President

February 2023 – Present

- Organized and coordinated meeting times, dates, and locations with university faculty and fellow students, demonstrating strong organization and communication skills.
- Taught lessons about game design and development to underclassmen, highlighting strong interpersonal communication skills.

SVSU ACM Chapter | Secretary, Vice President

September 2025 – Present

- Assisted in scheduling, announcements, and member outreach to support events and activities.
- Supported joint Game Jam events with the Game Design Club by teaching lessons about game design and game development.