Quynn Bell

Results-driven college student with a strong foundation in software engineering and a passion for web development. Currently pursuing a bachelor's degree in software engineering with a minor in Mathematics. Eager to leverage my proficiency in a wide range of programming languages, coupled with my experience in front-end and back-end development, to contribute to a dynamic organization as a full-stack developer. Committed to delivering innovative, efficient, and secure web solutions that drive business growth and user satisfaction.

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SKILLS

- Proficient in HTML5, CSS, C, C++, Python, and PowerShell.
- Experienced in version control using GitHub, Gitea, and Bitbucket.
- Familiar with using Docker, Flask, nginx, and uwsgi to develop and deploy RESTful API frameworks.
- Knowledgeable in system administration, including Active Directory, Microsoft Exchange, Samba, and Duo for security.
- Skilled in proficiently managing databases, specializing in PostgreSQL, MySQL, and MariaDB.

WORK EXPERIENCE

Guardian IT

Managed Service Provider — Jan 2023 - Present

- Utilizes automation to streamline client processes and enhance maintenance operations.
- Trained in enterprise networking with Ubiquiti, Cisco, and Arista technologies; proficient in maintaining software and hardware.
- Maintains meticulous client documentation to track critical information.

Geeks2You

Computer Repair Technician — Apr 2022 - Jan 2023

- Experienced with Windows, MacOS, and Linux operating systems, specializing in data recovery and backup solutions.
- Demonstrates strong communication and customer service skills for effective client interactions.
- Expert in implementing security measures to protect client networks and data.

Nick's TV Repair

Lead Software Developer — Aug 2021 - Jan 2023

- Spearheading the automation of diverse business processes, including customer emailing, shipping label creation, and ticket management, to enhance efficiency and productivity.
- Actively maintaining and continually updating the company website, ensuring it remains current with the latest information, showcasing the company's products, services, and brand identity.

NASA Aspera Student Developer

Student Developer — Jun 2022 - Aug 2022

- Collaborated on software development for NASA's Aspera telescope, a deep-space mission.
- Developed proprietary testing environments that virtualized our physical hardware.
- Helped develop code base and conducted rigorous stress testing of software components.

PROJECT

QUpdateTool 2024

- Lightweight, flexible, command line update tool written in Python.
- Developed as a standalone executable that can update other applications.
- I hope to continue developing this project and adding features such as scheduled checks and concurrent updates for multiple applications.

UofA Baja Racing Team Jun 2022 - Sept 2023

- Developed a Linux-based off-road telemetry sensor suite for the UofA BAJA Racing team, utilizing C++ and Python to handle GPS data via Serial and I2C protocols.
- Led the design and implementation of a GUI program that parsed telemetry data in real-time, enhancing team performance and data management.
- Designed and assembled custom printed circuit boards based on Linux, Debian Buster, architecture, capable of handling data from up to eight sensors with a wireless range of 10 kilometers.
- Created durable, custom 3D printed cases for electronic components using Fusion360, ensuring system functionality and component longevity.

EDUCATION

UNIVERSITY OF ARIZONA

Software Engineering Aug 2021 - Present

- Maintaining 15+ credit hours per semester
- Actively participating in extracurricular activities to expand my coding and technical skills

PIMA COMMUNITY COLLEGE

Pre-Science Studies Aug 2017 – May 2018

- Completed Arizona General Education Curriculum (AGEC)
- Participated in Pima NASA ASCEND Program

PUBLICATIONS

Telemetry Sensor Suite for Post-Processing Simulation of Off-Road Racing Vehicle 2022

https://experts.arizona.edu/en/publications/telemetry-sensor-suite-for-post-processing-simulation-of-off-road

- Recorded and analyzed off-road racing vehicle data using IMUs, GPS, Hall-Effect, pedal, pressure, and
- IR sensors.
- Employed I2C, SPI, and UART protocols to record, store, and wirelessly transmit data.
- Created post-race simulations in Blender to show vehicle system status over time.