

Emmanuel Tamenut

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EDUCATION

University of Minnesota, Twin-Cities

Sep 2024 - May 2027

BS, Computer Science & Computer Engineering

- **Coursework:** Data Structures & Algorithms, Linear Algebra, Discrete Math, Operating Systems, Machine Architecture, Intro to AI, OOP, Statistics & Probability, UI/UX Design, Digital System Design

TECHNICAL SKILLS

- **Languages:** Python, Java, C++, JavaScript, HTML/CSS, SQL, OCaml
- **Frameworks & Libraries:** React, React Native, Node.js, Angular, Express.js, Flask, Expo, JSON
- **Tools & Platforms:** Git, VS Code, Linux, Kubernetes, Docker, AWS, Jira, Confluence, Stripe API, Google Maps API
- **Methodologies:** Agile, Scrum, Continuous Feedback
- **Databases:** MySQL, PostgreSQL, MongoDB, Supabase
- **Other Skills:** API Development, Mobile Development, OAuth Authentication, Business Analytics, Data Analysis, User-Centric Design, Software Development, Programming Languages

EXPERIENCE

University of Minnesota, College of Science & Engineering

Aug 2025 - Present

Teaching Assistant - CSCI 2041 (Advanced Programming Principles)

Minneapolis, MN

- Led weekly lab sections and tutoring sessions for a 300-student OCaml-based functional programming course
- Explained advanced concepts including higher-order functions, recursion, and modularity; guided students in building parsers and interpreters
- Graded assignments and provided detailed continuous feedback on functional programming techniques and problem-solving approaches

Scholarly

Oct 2025 - Present

Backend Developer

Remote

- Built backend infrastructure using Node.js and Express.js for a student networking platform, applying software development best practices and leveraging programming languages fundamentals to connect campus clubs
- Built scalable APIs and database architecture to support club management, event coordination, and student discovery features, ensuring user-centric design

Raffters, inc.

Jun 2025 - Sep 2025

Software Engineering Intern

Remote

- Developed complete baseball section using existing frameworks, streamlining development by 40% through efficient code reuse
- Structured and validated baseball league data across Google Sheets, ensuring 99%+ data accuracy for player statistics and schedules
- Performed QA testing and recruited 250 beta-testers to support the goal of reaching 2,500 monthly users post-release

PROJECTS

Virtual Transit Simulator

Oct 2024 - Dec 2024

- Built full-stack transit simulator with real-time vehicle tracking and passenger movement modeling via WebSocket communication
- Achieved 90% test coverage through comprehensive JUnit testing and contributed to optimization and refactoring efforts

Emmanuel Transportation, L.L.C.

Aug 2025 - Present

- Built mobile app for luxury transportation booking with real-time GPS tracking, serving 200+ monthly rides
- Integrated Stripe payments and Google Maps API, reducing booking time by 60% with cross-platform support
- Eliminated 18% third-party commission fees by developing in-house booking solution, strengthening family business independence while contributing technical expertise to support my father's entrepreneurial vision

MomentumX

2025

- Designing mobile app to help teens build positive habits through peer accountability, support, and social motivation
- Developing community-driven features for mutual encouragement, habit tracking, and personal growth via user engagement