

# Eli Fouts

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## EDUCATION

### University of Cincinnati

Bachelor of Science, Computer Science

**Graduating: May 2027**

**Primary Coursework:** Computer Systems, Python Programming, Data Structures, Physics 1, Calculus 1&2, Software Engineering

## SKILLS

**Programming:** Python, Java, C#, C++, HTML, CSS, Rust, Javascript, React

**Software:** Unity, Visual Studio Code, Autodesk Inventor 2017-2022, Autodesk Revit 2016-2021, Autodesk Fusion 2023, Blender, MATLAB, LABVIEW, Microsoft Office, Teamcenter, NX CAD/CAM, Solid Edge

**Operating Systems:** Linux, Windows 7-11, iOS, Android, and Chrome OS

**Other:** Web Development, Game Design, Server Management, Application Design, Network Monitoring, Scripting

## EXPERIENCE

### Saratech | Cincinnati, Ohio

**Aug 2024 – Present**

Co-op PLM Application Engineer

- Developed a script to automate the installation of Teamcenter on company servers, streamlining the deployment process
- Manage Teamcenter servers by modifying and monitoring workflows, preferences and other server-side functions
- Assist in customer projects, including Teamcenter installations by supporting license configuration and server setup

### CareStar | Cincinnati, Ohio

**Dec 2023 – Aug 2024**

IT Co-op | IT Specialist

- Supervised IT ticketing system to offer solutions and troubleshooting measures to employees
- Addressed technical issues promptly and efficiently, maintaining optimal functionality of computer systems
- Administered company computers and phones, ensuring smooth operation and accurate asset tracking

## PROJECTS

### GameGenie Application | PYTHON, PYSIDE6, QSS, QT Designer

**Feb – April 2024**

- Created GameGenie, a desktop app using PySide6 to generate scorecards for card games such as hearts and euchre
- Managed challenges in optimizing the scorecard layout to ensure each player could see every other player effectively
- Gained expertise in UI design with PySide6, QT, and optimization algorithms to improve user experience

### Medic.ai Website | JAVA, HTML, PYTHON, CSS

**Sep – Nov 2023**

- Built Medic.ai, a pioneering web tool utilizing natural language processing and machine learning to provide personalized evidence-based medical research tailored to individual patient profiles
- Handled challenges in processing complex medical data to integrate with diverse journal databases
- Ensured patient privacy and compliance with healthcare data regulations, prioritizing ethical technology use

### ManageMe Website | HTML, CSS & PYTHON

**Feb – April 2023**

- Developed ManageMe to aid busy college students in organizing tasks efficiently
- Utilized Flask, Python, and JavaScript for backend functionalities and HTML/CSS for frontend design
- Tackled challenges with Flask-SQLAlchemy for data input and successfully deployed the app on Google Cloud Platform

### Poli Search Website | HTML, PYTHON & CSS

**Sep – Nov 2022**

- Designed a web application using Google Civic and Open FEC (Federal Election Commission) APIs to facilitate informed voting decisions by comparing users' political stances with those of politicians serving the 45140 zip code
- Integrated a survey for users to input their preferences and select a politician for comparison
- Solved challenges with image importing, Google APIs, Flask, and learned HTML/CSS in 24 hours

## LEADERSHIP & ENGAGEMENT

### IEEE at UC | Member

**Nov 2022 – Present**

- Collaborate with Computer Science undergraduates in order to practice improving coding knowledge

**AVAILABLE FOR CO-OP: SPRING 2026**