

Leo Tombrägel

leotombragel@gmail.com | Cincinnati, OH | 513-383-7174

OBJECTIVE

Motivated Computer Science student seeking a Summer 2027 internship/co-op in software engineering. Eager to apply programming and development skills in a collaborative environment. Open to in-person, remote, or hybrid.

EDUCATION

The Ohio State University, Columbus, Ohio

Cumulative GPA (4.00 scale): 3.952

B.S. Computer Science Engineering, May 2028

Honors: Honors College Member, Dean's List (>3.5 GPA) 4 Semesters, Recipient of Provost Scholarship

QUALIFICATIONS

- Experienced with frontend development, backend development, web development, user experience and design, MVC, proper coding practices, GUI's, and version control
- Extensive experience with JUnit test cases, input/output methods, debugging, and object-oriented coding
- Coursework: Fundamentals of Engineering Honors 1 and 2, Software 1 and 2, Calculus Series, Statistics, Foundations of Higher Math, Foundations of Discrete Structures 1 and 2, Systems 1: Computer Organization
- Strongest Technical abilities: Java, JavaScript, HTML, CSS, Office 365 suite

WORK EXPERIENCE

Software Engineering Co-op with Crown Equipment, May – August 2026

- Worked within an Agile team developing an Android app
- App functionalities include consolidating day-to-day tasks for lift truck technicians, communication with ERP's, and full offline capabilities
- Worked as a full-stack developer completing tickets through Jira, was integrated in the full code review process, developed and presented proof of concept apps for an imminent Kotlin rebuild

ACADEMIC ENGINEERING PROJECTS

Educational Video Game, November-December 2024

- Designed, developed, and tested a video game in C++ utilizing OSU's proteus simulator software which would teach players about invasive bug species
- Worked with a partner throughout development to create assets, market the game, and brainstorm ideas for gameplay
- Created and implemented clever mechanics to maintain a tightly calibrated, frantic, yet fun arcade game

Gardening Robotics Competition, February - April 2025

- Led a team of four in designing, prototyping, manufacturing, programming, and testing a robot from scratch
- The project consisted of a mock garden that had various tasks to be completed by a robot of our design
- As the programming lead, I coded every function the robot performed and served major roles in testing, budgeting, and designing the hardware of the robot

Coding Project: AROUSE OSU DJ Check-In System, June – August 2025

- Designed and built a check-in system that consolidates and formats the data utilizing MVC and HTML

LEADERSHIP & CO-CURRICULARS

- Webmaster and E-board member of AROUSE Student Radio Club
 - Served major roles in designing, building, reviewing, launching, updating and maintaining AROUSEosu.org
- Currently developing my third video game in Godot – a fishing game with an ASCII art style
- Currently developing a personal portfolio website that will host games and other projects: Tombragel.com
- Started the band “Azmatix” in which I play drums, host practices, and organize/advertise shows