

# Paul Lindberg

From San Diego, CA

Lives in Mankato, MN

(802) 310-9835 | [paulmlindberg@gmail.com](mailto:paulmlindberg@gmail.com) | <http://paulmlindberg.com/portfolio> | [linkedin.com/in/paul-lindberg](https://www.linkedin.com/in/paul-lindberg) | [github.com/paul-lindberg](https://github.com/paul-lindberg)

## PROJECTS

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*LAMP stack website*, [dزدt.paulmlindberg.com](http://dزدt.paulmlindberg.com)

August 2020 - January 2021

- A branch-able eCommerce website template for individuals interested in selling their own merchandise.
- Features include a checkout-cart system, email linked customer accounts and an Admin panel to manage products and orders
- Uses Javascript, PHP and SQL running on a LAMP web service stack.

*BikePnP*, [github.com/tynanpmatthews/BikePnP](https://github.com/tynanpmatthews/BikePnP)

Senior Project - Responsible for embedded microcontroller software

August 2019 - May 2020

- Web and Android app for private (companies) and public (locals) owners to list bikes for rental, as well as rent listed bikes out.
- Optional hardware component for tracking bike location
- Frontend: Rails
- Backend: Ruby, PostgreSQL, Apache, PHP, Perl, Linux
- Mobile: Java, Pie 9.0
- Hardware: Arduino FONA
- [bikepnp.herokuapp.com](http://bikepnp.herokuapp.com)

*PiTFT-champlain-scheduler*, [github.com/paul-lindberg/PiTFT-champlain-scheduler](https://github.com/paul-lindberg/PiTFT-champlain-scheduler)

September 2019 - December 2019

- A pygame-based GUI information and utility app for common room computers
- Alerts users for the next incoming shuttle based on their class schedule on google calendar
- Kinect facial recognition for logging users into profiles
- Graph display of lake champlain temperature
- Display of Mainstreet Landing Movies
- Live Burlington Pictures Feed
- Python Libraries: pygame, matplotlib, datetime, climata, requests, bs4, pillow, pandas

*minehash*, [github.com/paul-lindberg/minehash](https://github.com/paul-lindberg/minehash)

June 2018 - March 2019

- C++ for simplicity and speed
- Extracts minecraft sound files from the AppData folder.
- Provides GUI for intuitive user interaction