

# Paloma Guth Kronbauer

Northfield, MN | Chapecó, Brazil

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## Summary

Computer Science and Mathematics student at St. Olaf College with a strong background in Data Engineering and Backend Development. Experienced in Linux environment administration, Python automation, and IT infrastructure. Proven track record of optimizing systems for scalability and security. Passionate about leveraging mathematical modeling to solve complex computational problems.

## Education

### St. Olaf College

*B.A. in Computer Science and Mathematics*

Northfield, MN, USA

*Aug 2022 – May 2026*

### DIS Denmark

*Study Abroad: Artificial Neural Networks and Deep Learning*

Copenhagen, Denmark

*Jan 2025 – May 2025*

### UWC Maastricht

*International Baccalaureate (IB) Diploma*

Maastricht, Netherlands

*Aug 2020 – May 2022*

## Technical Skills

- **Languages:** Python (Advanced), C++, SQL (PostgreSQL), Bash.
- **Data Engineering:** ETL Pipelines, Web Scraping, Data Modeling, Spark, TensorFlow, Keras.
- **Cloud & DevOps:** Linux (Debian), Docker, Git/GitHub, AWS (EC2, S3).
- **Security:** Cybersecurity Fundamentals, Red Teaming (TryHackMe).
- **Languages:** Portuguese (Native), English (Fluent), Spanish (Intermediate), German (Basic).

## Experience

### St. Olaf College (Technology Hub)

*Technical Lead & Mentor*

Northfield, MN, USA

*Sep 2022 – Present*

- Lead a student team in resolving hardware/software issues, improving department response time and support quality.
- Developed custom Python scripts to automate metric collection, providing data-driven insights for department occupancy and resource allocation.
- Orchestrated the migration of workstations to Debian Linux, enhancing system stability and implementing robust security protocols.
- Engineered embedded systems using Raspberry Pi and Batocera to support specialized hardware integration for academic projects.

### St. Olaf College (IT Support)

*IT Support Analyst*

Northfield, MN, USA

*Sep 2023 – Aug 2024*

- Managed end-to-end hardware/software lifecycle and inventory for a campus-wide user base, maintaining high SLA standards for ticket resolution.

## Projects & Awards

### Graffiti Generator (GANs)

Python, TensorFlow, Keras

- Implemented Generative Adversarial Networks (GANs) and designed an image-processing ETL pipeline.
- Optimized model hyperparameters, achieving significant improvements in image synthesis quality and training stability.
- Published technical documentation and results, detailing the architecture and latent space exploration.

### Data Pipeline: Stardew Valley Wiki

Python, Statistics

- Built a robust web scraper for automated data extraction and applied probabilistic models to reverse-engineer game mechanics.

### MUDAC (Midwest Undergraduate Data Analytics Competition)

Participant

*Data modeling and analytics competition focused on real-world business datasets.*

*April 2024*