Team Inventory for CRANCSTORM

Sponsor: <u>Dr. Steven Gehrke</u>

Mentor: <u>Bailey Hall</u>

Team Members: <u>Braydon Lamoreaux</u>, <u>Kristopher Thomas</u>, <u>Ethan Ferguson</u>, <u>Noelia Canela</u>

09/11/2025

This team inventory document is made to introduce the team members of CRANCSTORM. It contains each member's training, skills, and relevant experience which will provide an overview of our strengths as a team.

Braydon Lamoreaux

Major: Computer Science

Hometown: Phoenix, Arizona

Education:

- Boulder Creek High School, 3.9 GPA
- Northern Arizona University
    - CS 386 Software Engineering
    - CS 312 Web Programming II

Work Experience:

Forrest Logistics: Conducted research and transitioned IT infrastructure to enterprise-grade systems (Azure AD, Outlook, SharePoint). Authored and deployed SOPs to streamline IT workflows across departments. Digitized document management using SharePoint, improving team access and reducing manual errors

Blue Cross Blue Shield of Arizona: Redesigned azblue.com homepage, reducing load times and improving layout accessibility. Enabled CoBrowsing feature, allowing real-time support interactions while safeguarding private inputs. Delivered new features and UI improvements to the azblue.com member portal using Angular and Git-based CMS. Collaborated in an Agile team using Azure DevOps to maintain sprints and story completion

Skills:

- Front-End Development: Efficient with HTML/CSS, and JavaScript through Web Programming courses and class projects. As well as Angular through Blue Cross tech stack
- **Agile/SCRUM:** Learned how to manage tasks for each feature needed, learned how to allocate points and determine truly how much time will be needed for a task
- **Unit Testing:** Learned how to mock data and create test scripts in C# to automate testing
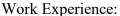- **Professional Skills:** Problem Solving; Communication; Quick Learner; Collaboration.

Kristopher Thomas
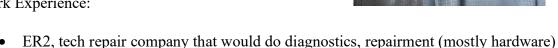
Major: Applied Computer Science

Hometown: Phoenix, AZ
Education:

- McClintock Highschool 4.0 GPA
- Northern Arizona University
    - CS 386 Software engineering
    - CS 312 Web Programming II
    - CS 345 Database Management

Work Experience:

- ER2, tech repair company that would do diagnostics, repairment (mostly hardware)

Skills:

- Front End development: Able to use html, CSS, JavaScript, while currently learning node.js, react.js, and express.js
- Data Structuring: Quite knowledgeable in C++ and Python and learning Database management in current coursework
- Unit Testing: Learned how to make testing scripts through C++

Other Interests:

In my free time I like training Jiujitsu, spending time with my family, working out, and playing videogames

Ethan Ferguson

Major: Computer Science

Hometown: Simi Valley, California

Education:

Work Experience:

Skills:

- **Front-End Development**: Efficient with HTML, Python, CSS, and JavaScript through Web Programming courses and class projects.
- **Database Management:** Knowledgeable in MySQL with experience developing and managing databases in coursework.
- **GIS & Mapping:** Experienced with ArcGIS, including interpreting and creating maps.

Other Interests:

In my free time I enjoy working out, playing video games, and making playlists for different occasions.

Noelia Canela

Major: Applied Computer Science

Hometown: Tonopah, Arizona

Education:

- Buckeye Union High School, 3.85 GPA
- Northern Arizona University
    - CS 386 Software Engineering

Work Experience:

SharePoint and Digitalization at Volkswagen: Designed and built SharePoint pages to improve file organization and accessibility across teams. Collaborated closely with testing engineers to gain mentorship and a deeper understanding of their roles while supporting their workflow needs.

Skills:

- **Front-End Development:** Efficient with HTML, Python, CSS, and JavaScript through Web Programming courses and class projects.
- **Database Management:** Knowledgeable in MySQL with experience developing and managing databases in coursework.
- **GIS & Mapping:** Experienced with ArcGIS, including interpreting and creating maps.
- **App Design:** Basic understanding of app design principles from coursework and personal exploration.
- **Game Development:** Basic knowledge gained from academic classes and hands-on projects.

Other Interests

In my free time I enjoy working out, playing video games, and making playlists for different occasions.