



**Joe**  
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## SUMMARY

Hardworking third year Computer Science student with experience in five languages. Looking to increase my knowledge and experience in the field with internships and projects. Looking to develop game development skills with practice in Unreal Engine.

## SKILLS

- Strong Leadership Skills
- Eager Learner
- Software Application Development
- Testing and Debugging
- Understanding Complex Algorithms
- Data/Discrete Structures
- Object Oriented Programming
- Experience with GitHub
- Experience in Visual Studio
- Experience in Unreal Engine & Unity

## LANGUAGES

- C, C#, C++
- Python
- Java
- SQL

## PROJECTS

- **Number Prediction(Python)**

- Machine Learning program designed to take in images of distorted numbers and make a prediction of what the number in the image is based upon learning from a large data set of similar images.

- Uses the pandas and sklearn libraries in order to correctly solve blurry images of numbers from 1-10 by looking at every pixel and comparing with the knowledge learned from the previous dataset.

- **Persistence(C#)**

-Game Development project created in Unity 3D.

-Top-down fighter game with a sword that helps you get through waves of enemies, but also hovers around next to you when waiting. All mechanics for all actions of the player, enemies, and sword written entirely in C# scripts.

## EXPERIENCE

### Soccer Coach

Alliance FC(Kansas City, MO)/ Dec 2020 to Current

Instructed children on fundamental skills and concepts. Developed well balanced routines and instilled a constant drive for success for each individual and the team as a whole.

## EDUCATION AND TRAINING

### Bachelor of Science: Computer Science

University of Missouri - Kansas City Expected in Dec 2023

Kansas City, MO

## ACTIVITIES AND HONORS

University of Missouri - Kansas City: Dean's List 2020-2021; 2021-2022;