

Allen Boyce

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EDUCATION:

Loyola Marymount University

May 2026

B.S. of Computer Science

- Overall GPA: 3.64
- Relevant coursework: Data Structures and Algorithms, Algorithms and Analysis, Computer System Organization, Discrete Mathematics, Linear Algebra, Computer Graphics, Web App Development, Mobile App Development, Calculus I

TECHNICAL SKILLS:

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- **Programming Languages**: Java, Python, JavaScript, Swift, Kotlin, LUA, HTML, CSS
 - **Web & App Development**: React.js, Node.js, Firebase, Phaser3
 - **Tools & Frameworks**: GitHub, Figma, OpenCV
 - **Methodologies**: Agile/Scrum, UI/UX Design, Data Analysis
 - **Other Skills**: Strong problem-solving abilities, teamwork, public speaking, project management

PROFESSIONAL EXPERIENCE

Computer Science Teaching Assistant

May 2024 - Present

Loyola Marymount University

- Assisted professors in **Intro to Programming** and **Web App Development** courses
- Provided one-on-one and group support for students with coursework and projects
- Graded assignments and provide constructive feedback to enhance student learning
- Guided students on best practices for using online tools and platforms

PROJECTS / ACTIVITIES:

Project BitRush

September 2024 - Present

- Developing a top-down RPG-style rogue-lite web game using the **Phaser3** engine
- Implementing procedural level generation, character progression systems, and interactive gameplay mechanics.

Handwriting Neural Network

July 2024 - September 2024

- Designed and implemented a **neural network** for handwritten digit recognition
- Achieved over **97% accuracy** with MNIST data set

Coven

November 2023 - Present

- Built a **full-stack** mobile and web application for household management using **React** and **Firebase**
- Focused on creating an intuitive and engaging UI/UX, using **Figma** for design prototypes
- Implemented a secure user authentication system using **Firebase Auth**, allowing users to seamlessly switch between web and mobile interfaces.

Asteroids

April 2023

- Led a team in recreating an advanced version of the classic Asteroids game using **Pygame**
- Developed core game mechanics including **movement** and **collision** systems.
- Created sprite assets and implemented sound effects to enhance user experience

LiveShot

- Developed a real-time camera switching system using **OpenCV** and **Python**, integrating facial recognition algorithms to dynamically select the best camera angle based on facial positioning.
- Integrated the system with external digital camera interface software, enabling automated recording setups for live events.

EXTRACURRICULAR ACTIVITIES:

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| • Association for Computing Machinery , LMU Chapter | August 2022 - Present |
| • Isang Bansa (Filipino-American Cultural Organization), LMU | August 2023 - Present |
| • Alpha Psi Omega (National Theatre Honor Society), LMU Chapter | February 2024 - Present |

AWARDS:

LMU Achievement Award