Adam Corkhum

Marshfield, MA 02050 ● adampcork@gmail.com ● (781) 327-2732 ●
linkedin.com/in/adam-corkhum●github.com/AdamCorkhum

Education

University of Massachusetts Lowell – Lowell, MA   December 2024
Bachelor of Science in Computer Science   GPA: 3.3
Relevant Coursework: Computing I-IV, Software Engineering I-II, Assembly, Comp. Architecture, Operating Systems, Discrete Mathematics I-II, Calculus I-II, Probability and Statistics

Technical Skills

Languages: C, C++, C#, Rust, Assembly (Mic-1, MIPS, x86, y86), Java, JavaScript(React.js, Node.js), Python, Kotlin
Tools / Frameworks: LaTeX, HTML, Linux, Windows 10/11, Git, AWS

Academic Projects

Trivia Cloud   Fall 2024
- Developed an online multiplayer trivia game where users can create lobbies and compete in real-time trivia matches
- Integrated Go for back-end development, managing AWS resources, and React for a dynamic and responsive front-end user interface.

Budget Tracker   Fall 2024
- Collaborated with a team to create an android app enabling users to manage their budget effectively by entering purchase data
- Visualized data using graphs, providing users with clear insights into spending patterns and trends

LogIt   Spring 2024
- Created an Android app that stores pictorial or numerical data over a selected time period
- Implemented data visualization features using graphs to represent trends and patterns over time

Super Math Maker   Fall 2023
- Developed/Documented 2D Platformer game using Godot engine to reinforce math skills for 4th-8th graders
- Collaborated with team by dividing tasks and meeting weekly to ensure requirements and deadlines are met

Sokoban   Spring 2023
- Designed 2D puzzle game using SFML and C++ that translates a text file into a playable level
- Utilized 2D vectors to manage game state by indexing the position of the player and game objects, optimizing game updates and data storage

Evil Hangman   Spring 2022
- Programmed a hangman game in C that secretly changes the selected word in order to make it more difficult for the user to guess
- Demonstrated principles of OOP in C using a custom built dynamically resizing vector and AVL tree to split the list of words into families based on the letter guessed and select the largest remaining family

Relevant Experience

STEM Play, Marshfield, MA
STEM Instructor   March 2022 - Present
- Guide elementary students in programming and robotics programs consisting of MakeCode, Minecraft Education and LEGO Spike Prime
- Organize activities and material for 5-week cohorts of 6-18 students as well as week long summer camps
- Conduct personalized, one-on-one sessions with students to introduce foundational concepts of computer science in Python and C

Leadership Experience

University of Massachusetts Lowell, Lowell, MA   May 2022 - Dec 2024
Smash Bros. Club President
- Plan team meetings and tournaments for club of over 80 members
- Facilitate scheduling, budgeting, and communication of upcoming club events
- Meet biweekly with club leaders and faculty to discuss goals and promote a friendly environment

Troop 101 Marshfield, MA   June 2019
- Achieved Eagle Scout Rank and three Eagle Palms, completing 21 required merit badges and an additional 15
- Completed Eagle Project consisting of 100+ hours of work building Amphitheater for local church