Adam J. Tucker

6513 Seabird Way • Apollo Beach, FL, 33572

Phone (813)-778-1333 • E-Mail: adam8201@gmail.com

EDUCATION\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

University of South Florida Tampa, FL

BS in Computer Science (minor Biomedical Engineering) 3.37 GPA May 2018

Sunlake High School: High School Diploma GPA 4.25 August 2009 – June 2013

SKILLS\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Programming: Experienced with C, C++, Python, MATLAB and Java

Design Software: Certified SolidWorks Associate (2013) Photoview 360, Keyshot, beginning knowledge of AutoCAD, A+CAD and Google Sketchup

Experienced with Adobe Photoshop, and Microsoft Office including Word, Excel, PowerPoint

EXPERIENCE\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

CADLads 2014-Present

* Founding Member
* Used SolidWorks and Google Sketch up to create models and renderings for clients
* Created floor plans and small 3D printable objects

Museum of Science and Industry (MOSI), Tampa, FL 2005 – 2013

* Volunteer Member of Kids in Charge (KIC) advisory board
* Provided guidance and planning for the KIC Center at (MOSI)
* Conducted research, planning, hosted special events, fundraising, and participated in community events
* Provided feedback on museum exhibits and programming

Dots and Boxes game

* Simple playable game vs an AI. AI tries to minimize human player’s points.

MATLAB final project

* Gives basic chemical data on elements, such as a periodic table and molecular weight of a molecule with a user interface.

IFixit Zoomer Dino Boomer Project

* Created and published guides on fixing a toy to IFixit

Graph Data Processing Project

* Can obtain usable data from an undirected graph with tens of thousands of nodes
* Given IMDb actors list of movies, able to find which actors have most connections to other actors, which actors likely have the broadest range of movies, etc.

COURSES\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| Data Structures | Logic and Design with Lab | Computer Architecture |
| Automata Theory/Formal Languages | Brain Computer Interfaces | Software Development for Mobile Devices |
| Analysis of Algorithms | Operating Systems | Graph Data Processing |