# Alan Norcott

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#### TECHNICAL SKILLS

Operating Systems: MacOS, Windows (7, 8, 10, 11), Linux.

Software: Visual Studio, Docker, Git, Amazon EC2, S3, Lambda, AWS, Google Cloud, Flutter.

Languages: C++, Dart, C, Java, Python, C#, JavaScript, SQL, HTML5, Angular, CSS.

Skills: Web Development, Mobile App Development, UI Design.

# **EDUCATION**

Bachelor of Science in Computer Science | Drew University | Madison, NJ

Expected Graduation: May 2024.

Honors and Awards: Dean's List (Fall 2020, Fall 2022, Spring 2023).

Extracurriculars: Drew Men's Lacrosse Team.

### RELEVANT COURSEWORK:

Software Development: Web application development, SQL Database, Jira, Flask. Cybersecurity: Amazon AWS EC2, TCP/ARP simulated attacks. Network configuration.

## RELATED EXPERIENCE

Software Engineering Intern | Digiclips | Denver, CO

September 2022 – December 2022

- Worked on an application to implement a client and employee notification system.
- Worked with a team of four other students.
- Learned Angular to help build the single-page application needed.
- Utilized Python, JavaScript, and C#.

#### **NOTABLE PROJECTS**

Colorization with Autoencoder

March 2024 – Ongoing

- Used Python, HTML, with libraries such as Keras, TensorFlow, Numpy.
- Worked with a landscape image colorization dataset.
- Trained neural network to colorize black-and-white photos.
- Configured neural network.
- Worked within Kaggle.
- Still ongoing and being updated.

### AI Chess

February 2024 – March 2024

- Used Python, and various libraries, (Tensor, Numpy) to create AI agents.
- Configured chess board and set values.
- Scripted positive and negative reinforcements for the agents.
- Trained agents against each other in chess.

## AI Tribe Simulation

February 2024 – February 2024

- Used Python, Tensor, Numpy, etc. to create an AI that learns from reinforcement training.
- SScripted the groundwork for the four "tribes" and their interactions and actions.
- Created learning visuals to track learning loss.
- Still ongoing and being updated.