Alan Norcott

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GitHub: https://github.com/Alanvnorcott

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.
Extracurriculars: Drew Men's Lacrosse Team.

Relevant Courses

Software Engineering	CSCI400
Adv. Topics: Machine Learning	CSCI390
Algorithms	CSCI370
Data Structures	CSCI230
Data Science	DATA200
Statistics	STAT207

RELATED EXPERIENCE

Software Engineering Intern | **Drew University** | Madison, NJ ***Jan 2023 – May 2023***

- Developed a web application for sorting cross-listed courses using JavaScript, HTML, and CSS.
- Worked with a team of five.
- Configured an SQL database of all the courses offered for parsing.

Software Engineering Intern | **Digiclips** | Denver, CO ***Sep 2022 – Dec 2022***

- Contributed to the development of a client and employee notification system application, utilizing Angular for the front end and Python, JavaScript, and C# for backend functionalities.
- Worked with a team of five.
- Learned Angular to help build the single-page application needed.
- Utilized Python, JavaScript, and C#.

NOTABLE PROJECTS

Colorization with Autoencoder ***Mar 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.
- REPO

AI Chess ***Feb 2024 – Mar 2024***

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

AI Tribe Simulation ***Feb 2024 – Feb 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.
- REPO