— Art Young —

art.tyoung@tamu.edu | 832-475-0938 | linkedin.com/in/young-art | github.com/Atsubyo

EDUCATION

Texas A&M University, College Station, Texas   2021-Present
- Computer Science
- Graduating Spring 2025
- GPA: 3.73/4.00

PROJECTS/EXPERIENCES

Projects   2021-Present

- **Virtual Vending Machine - Java (2022)**
  - Digital simulation of a vending machine developed in Eclipse with JavaFX. First attempt at a "production level" product with complete documentation and user accessibility. Interface is implemented with user ease of access in mind and intuitive functional design.
- **STL Class Parodies - C++ (2022)**
  - Collection of various custom implementations of C++'s standard library classes including string, vector, list, and unordered_map. Explored fundamentals of rule of five, iterators, pointers, and memory management in addition to a deep dive into essential C++ libraries.
- **Groceries List App - ReactJS (2022)**
  - Web application built with ReactJS and CSS styling. This application enables users to create and manage a personal groceries list where users may add, check off, search for, and delete items from a list with help from a JSON database. The UI includes accessibility features such as list counters and error handling messages.
- **Discord Clone - C# (2022)**
  - Desktop application developed on Microsoft's .NET framework with the use of XAML supported by C# code-behind. This program inhibits common chat app functionalities. UI includes ability to see different conversations, see members of the conversation, and navigation to different communication servers.
- **Friends Manager - Ruby on Rails (2022)**
  - Web application built with Ruby on Rails with support from HTML. The web page allows individual users to create and manage a personal friends or contacts list which can hold information like their name, phone number, and email. The app is made functional with the employment of the SQLite database.
- **Dungeon Crawler - C++ (2022)**
  - Designed C++ program which generates a traversable player map via keyboard inputs. The result is a game in which the player must solve puzzles to find a correct path to reach exits. Various obstacles like monsters, map alterations, and key/lock systems function to create more engaging and strategic gameplay.
- **Game of Pig - Python (2021)**
  - Python program that generates a two player dice rolling game. The program included features such as keyboard integrated controls, animated effects, and the ability to save game states. Group project that simulated a collective effort from the planning stage to work assignment to the final product.

Experiences   2023-Present

- **Software Engineer Internship - JP Morgan Chase (Summer 2023)**
  - Accepted position for the Summer of 2023 as a Software Engineer Intern.
- **Teaching Assistant - Intro to Program Design & Concepts (Spring 2023)**
  - Assistive position for the Intro to Program Design & Concepts course. Responsibilities include working on the course's autograder system in addition to providing consistent and reliable aid to students on how to approach the design and creation of computer programs.

CLASSES

Texas A&M University   2021-Present
- **Intro to Computer Systems - Linux** (Spring 2023)
- **Design and Analysis of Algorithms** (Spring 2023)
- **Data Structures and Algorithms - C++** (Fall 2022)
- **Programming Languages - Scheme, Java** (Fall 2022)
- **Computer Architecture** (Fall 2022)
- **Intro to Program Design & Concepts - C++** (Spring 2022)
- **Discrete Structures for Computing** (Spring 2022)

Ameriduo   2018-2021
- **Data Structures and Algorithms - Python** (2021)

TECHNICAL SKILLS & ABILITIES

- Experience: C++, Python, C#, Java, JavaScript, Scheme, HTML/CSS, Flutter, ReactJS, .NET, SQLite, Firebase, Git
- Languages: English, Mandarin