Camron Martin

cbrycem02@gmail.com, [LinkedIn](#), [Github](#) ❖ (803) 556-3931 ❖ Columbia, SC

* Willing to relocate for internship opportunities

EDUCATION

University of South Carolina, Columbia - *B.S. Computer Science (Junior) Overall GPA - 3.5*

Expected Graduation: May 2026

Midlands Technical College, Columbia - *A.S. Computer Science*

Graduated: July 2024

PROJECTS

C++ Game Engine Development: Designed and implemented a 2D game engine using the SDL2 library. Optimized rendering, input handling, and game mechanics, showcasing low-level programming expertise.

Python Game Development: Built an interactive 2D game using the Pygame, improving knowledge in event-driven programming and asset integration

Java 2D Game: Developed a visually engaging 2D game using Java Swing and AWT, highlighting GUI design and object-oriented programming skills

Elepehango Mobile App: Created a language-learning mobile app with features like user authentication, real-time progress tracking, and offline access. Utilized Java and emphasized UI/UX design and application development.

SKILLS

- Programming Languages - Python, PyTorch, C++, Java.
- Version Control - Git + Github.
- Data Structures, Algorithms, Problem-solving, Team Collaboration, Communication

WORK EXPERIENCE

California Dreaming June 2022 – Present *Server- Columbia, SC*

- Efficiently managed guest interaction in a high-volume restaurant, ensuring accurate service to enhance the dining experience

Publix June 2021 – June 2022 *Customer Service- Irmo, SC*

- Collaborated with team members to ensure a seamless and pleasant shopping experience for all customers.