

CASEY PEI

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EDUCATION

Texas A&M University, Computer Science – 2021-2025

Computer Science major, planned Statistics and Math minor

Engineering Honors Student, Craig and Galen Brown Scholar

GPA: 3.9

La Cueva High School, – 2017-2021

Class rank: 1 out of 415 (Valedictorian)

SAT: 1550, ACT: 34

SKILLS AND ABILITIES

- Learning HTML, CSS, React, x86-64 Assembly, and Unreal
- Experience with C++, C, C#, Python, Java, R
- Working on a team through GitHub, Git and Perforce
- Experience with Docker and Heroku
- Use of SSH and WSL for Unix

RELEVANT COURSE WORK

- data structures and algorithms (currently taking)
- computer organization (currently taking)
- statistics (currently taking)
- discrete structures

PROJECTS

Grappling with School ----- January - May 2022

1st Place and Best Designed Game -- a 2D Platforming Puzzle Game made with Unity and C# over one semester.

TindAir ----- October 2022

A location-based messaging in app made in 24 hours for the Howdy Hackathon (100+ participants); using React, HTML, CSS, JavaScript, and webhooks.

Time Leap ----- August - December 2021

Winner of Best Programmed Game -- 2D Platforming Race Game made over a semester, using Unity Engine and C#.

WORK EXPERIENCE

Texas A&M University Health Science Center, Research Assistant, previous Hamill Undergraduate Intern ----- June 2022 - Present

Worked with biomedical research team via application of bioinformatics to develop Python, C++ and R codes and machine learning algorithms in support of genomics research. Presented work on detecting methylation patterns of 68 million DNA reads for preliminary research in early breast cancer detection.

ACTIVITIES

Aggie Coding Club, Projects Officer, previous Project Manager ----- August 2021 - Present

Managing the project managers (40+) and project members (450+) of Aggie Coding Club, by giving guidance, answering technical problems, setting up GitHub repositories.

- Fall 2022 semester – organized 450+ members into 20+ projects, using a bot connected to the Discord API, of various topics ranging from model rocketry to mobile and web applications.
- Spring 2022 semester - leading a project of 20+ people using Twitter AP via Python involved with webscraping data, as well as interact with users via DMs and replies, hosting via Heroku by Salesforce.
- Fall 2021 semester - participated in a project that spliced video clips based off phoneme (auditory phrase) detection with CMUSphinx via Python and Docker.

AI4ALL, Discover AI and Apply AI Participant ----- January 2022 - Present

Online program that teaches skills to create AI and machine-learning algorithms using the Pandas library in Python. Currently working on a project with three other students for a final project that will model stock prices based using transformers.

Texas A&M Game Developers, Game Jam Winner, member ----- August 2021 - Present

Attended presentations from video game industry professionals and workshops. Participated in a semester-long game jam in a team of three peers, where we self-led weekly meetings and made a 2D platforming game in Unity.

- Best Programmed Game (judged by 3-person industry panel) – TAGD Fall Game Jam 2021
- 1st Place and Best Designed Game (judged by 3-person industry panel) – TAGD Spring Game Jam 2022

Society of Women Engineers, member, previous Funds Committee Member ----- August 2021 - Present

Member of the Funds Committee, where I worked with five other members to organize a semester fundraising event with a committee of other students as well as give presentations at general meetings to members (30+).