Camron Martin

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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.

EDUCATION

University of South Carolina, Columbia - *B.S. Computer Science*

August 2024 - Present

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

August 2024 - July 2024

PROJECTS

C++ Game Engine Development: Designing and implementing a 2D game engine using the SDL2 library. This project focuses on optimizing rendering, input handling, and game mechanics, demonstrating proficiency in low-level programming and problem-solving.

Python Game Development: Created an interactive 2D game using the Pygame library. This project enhanced knowledge of game loops, event-driven programming, and asset integration.

Java 2D Game: Developed a visually engaging 2D game using Java's javax.swing and java.awt libraries, showcasing skills in object-oriented programming, GUI design, and game logic development.

Elepehango Mobile App: Designed and developed a mobile application that simplifies language learning through interactive exercises. Utilized the Java programming language and implemented features such as user authentication, real-time progress tracking, and offline access This project highlights knowledge in application development, UI/UX design, and problem-solving.

SKILLS

▪ Programming Languages - Python, C++, Java.

▪ Data Structures and Algorithms.

▪ Version Control - Git + Github.

▪ Problem-solving, Team Collaboration, Communication