Caymen Carter

Genesis Yearbook Organization Photographer

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EXPERIENCE

iD Tech Summer Camp, SUNY New Paltz, NY — Instructor

June 2019 - August 2019

Educated students ages 7–13 in the technical fields of programming and engineering. Taught fundamentals of programming and game creation with Microsoft makecode which includes uploading to a microbit (rock/paper/scissors, hot potato). Taught pi-top basic construction and assembly, basic circuitry, and coding in Python (loops, variables, if/else, function creation).

EDUCATION

SUNY Polytechnic Institute, Marcy, NY - Pursuing BS/MS

August 2017 - Current

Junior in the accelerated BS/MS program for Computer Science. Will be getting bachelors degree in 2021 and masters degree in 2022.

CLASSES

Current- SUNY Polytechnic Institute

CS495- Artificial Intelligence CS490 -Computer Vision

Completed - SUNY Polytechnic Institute

MAT413 - Discrete Mathematics CS370 - Software Engineering

CS350 - Information and Knowledge Management

CS330 - Operating Systems and Networking

CS249 - Object Oriented Programming

PROJECTS

CS495 — AI Tic Tac Toe

Project File: https://github.com/Caymen2299/AI-Tic-Tac-Toe-Project

Created and built a simple AI Tic Tac Toe game using Python and Python libraries NumPy and Random. This uses weighting of an array board to help the computer determine where it should place it's next piece based on the state of the game. This is a model based reflex agent.

SKILLS

Object-Oriented
Programming
Mathematics
Software Development
Calculus
Discrete Mathematics

Software Documentation

AWARDS

President's Excellence List

2019 - A semester GPA of 3.80 or above as a full-time student qualifies a student for that semester's President's Excellence List.

LANGUAGES

HTML

Python

JavaScript

Java

C

C++

PostgreSQL

HOBBIES

Photography Snowboarding Surfing Guitar