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. Scheduled to graduate with bachelors degree in 2021 and masters degree in 2022.

CLASSES

Completed - SUNY Polytechnic Institute

CS495- Artificial Intelligence
CS490 -Computer Vision
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

Problem Solving

Software Engineering

Teamwork

Critical Thinking

AWARDS

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

President's Achievement List 2019 Fall–A semester GPA of 3.60 to 3.79 as a full-time student

LANGUAGES

HTML/JavaScript/CSS
React
Python
Java
C/C++
PostgreSQL

HOBBIES

Photography
Snowboarding
Surfing
Guitar