William "Colby" Cox

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OBJECTIVE

To acquire an entry-level software engineer/data scientist position where I can further develop and utilize the skills I have learned. Seeking an opportunity to obtain hands-on experience within a reputable company.

EDUCATION

University of Central Arkansas (August 2020-May 2024)
Bachelor of Science (GPA 3.5)
Double Major: Computer Science and Applied Mathematics

PROJECTS

Software Engineering — *Hangman*

SPRING 2024

I and 2 other team members designed and implemented an online multiplayer version of Hangman.

Multivariate Analysis— *Voting Demographics*

FALL 2023

I and a team member used K-Means clustering and Multidimensional Scaling to prove that age, income, sex, and ethnicity impacted voting tendencies

Probability Theory — *Monty Hall Problem*

FALL 2023

I and a team member generically proved the Monty Hall Problem both mathematically and by running it through a simulation.

Data Clustering — *K-Means Project*

FALL 2023

I recreated the K-Means clustering process in C++ with standardization

Mathematical Computation — *Encryption with matrices*

SPRING 2023

I created two programs in MATLAB that encrypted a message by multiplying the ASCII code with a matrix and decrypted that message.

Database Systems — *IMDB Project*

FALL 2022

I and 3 other team members designed a database from the ground up based on IMDB over the course of a semester.

HARD SKILLS

C++

Python

Java

MATLAB

R

SQL

Github

Excel

Word

Calculus

Data Clustering

Probability Theory

Linux/Unix Systems

Linear Algebra

Complex Analysis

SOFT SKILLS

Creativity

Leadership

Problem Solving

Detail-Oriented

INTERESTS

Playing music

Dance

Video Games

LINKS

linkedin.com/in/WilliamColbyCox

github.com/WilliamColbyCox

REFERENCES UPON REQUEST