

Corey Warren II

COMPUTER SCIENCE AND ENGINEERING UNDERGRADUATE

📞 [REDACTED] | ✉️ [REDACTED] | 🌐 CoreyWarren

Education

[REDACTED] University

BACHELOR OF SCIENCE IN COMPUTER SCIENCE*, GPA: 3.0

2019- *EXPECTED Summer 2021

- **S-STEM Scholarship**, under advisor: Professor [REDACTED] — 3 Year Program, 2019 - 2021 (Ongoing)
- **Completed Courses:** Data Structures, Web App Development, Artificial Intelligence, Machine Learning, Numerical Computation, Digital Logic, Algorithm Analysis, Independent Study of Neural Networks (under Professor [REDACTED]).

[REDACTED] College

ASSOCIATE OF SCIENCE IN COMPUTER SCIENCE, GPA: 3.0

2014-2019

- **Game Development Club**, created by [REDACTED], under Professor [REDACTED] — Fall 2018

Skills

Languages Proficient: Python, C Sharp. **Previous Experience:** Java, C++, HTML, CSS, JSON.

Technologies Proficient: GitHub, Blender, Unity. **Previous Experience:** LaTeX, Dash (Python), Excel, Plotly (Python).

Specialties/Interests Data Cleansing, Machine Learning, Game Development, Research Papers + Presentations, Sorting Algorithms.

Experience

'HackOn' Hackathon Participant

HackOn (Online)

DATA CLEANSING, REPOSITORY MAINTENANCE, PROJECT PRESENTATION

May 2021

- **Technologies Used:** Python, Dash, GitHub, HTML, Excel, Google Docs, Discord, CSS, Plotly, US Census Data
- **Experience:** We worked as a three-person team developing a web-page project within 48 hours, with my two teammates being located in India, and I in the United States. I kicked-started the project by cleansing the census table's data using completely original Python code. This was essential to doing the rest of our data analysis. Additionally, I was in charge of maintaining the GitHub repository and Discord server with any code, diagrams, data-sets, or future plans from the team. Although I did not have some of the skills the Senior Developer in my group had, I was still largely in charge of organizing all our efforts, in addition to writing the data cleansing code.

Cashier

CASHIER, EMPLOYEE ON-BOARDING

[REDACTED]
Oct. 2015-March 2020

- **Experience:** Worked hard for 5 years as a Cashier at a busy, fast-paced fast food restaurant during college, which led me to learn invaluable skills pertaining to: team communication, independence, time management, stress management, and leadership.

Projects

With Spirit!

Unity Game, GitHub Repository

INDIE GAME DEVELOPER, CHIPTUNE COMPOSER, ASSET ARTIST

2016-Ongoing

- **Summary:** My Indie, Retro, Unity-based 2D Platformer Game starring a cute sphere robot named Spirit! She rolls around in a virtual dreamscape solving puzzles and interacting with shy, helpful characters along the way. All game scripts are written in C-sharp and are available on my GitHub.
- **Purpose:** This is a passion project I have been working on for 4-5 years on-and-off now. It combines all my skills: programming, design, art, and music. I would love to hire my own team of artists and developers to help me finish it, some day.
- **Currently Working On:** a rare time-synchronization problem that occurs when user encounters lag (physics operate incorrectly, still assessing problem and possible causes).

CSE Student Resources

GitHub Repository

PYTHON PROGRAMMER, RESEARCHER, REPOSITORY OWNER

May 2021-Ongoing

- **Summary:** This repo is a collection of resources I am gathering regarding my studies as a computer science undergraduate. It is a public collection of resources that I have created, copied, annotated, and/or referenced. Consists of Python Code, Research Papers, and Presentations. Any copied code is thoroughly annotated with my comments for understanding and proper citation.
- **Currently Working On:** another independent research paper and its accompanying set of python programs related to Search Algorithms, their uses, and their time complexity. (I organized this repo through the GitHub "Projects" functionality. Thus, all future plans for this repo are tracked in the Projects tab.)