Joshua Daugherty

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Education

4.0/4.0	**Accelerated MS in Computer Science**, *University of Alabama at Birmingham* | Birmingham, AL	*Jan 2023 - Apr 2025*
3.75/4.0	**BS in Computer Science**, *University of Alabama at Birmingham* | Birmingham, AL	*Aug 2020 - Apr 2024*

Courses: Artificial Intelligence | Advanced Algorithms & Applications | Programming Languages | Automata Theory & Formal Languages
Database Systems | Computer Security | Software Engineering | Linear Algebra | Object Oriented Programming | Systems Programming

Experience

University of Alabama at Birmingham, *Teaching Assistant: Probability & Statistics* — *Aug 2023 - Present*
- Teach Probability Theory and Python programming (Numpy, Matplotlib, and other libraries)
- Assist 100's of students by hosting lectures, office hours, and study sessions
- Proctor exams, collaborate with the professor on course materials, and mentor students
- Prepare lecture material, grade assignments, and provide valuable feedback for students

Saucey Inc., *Catalog Specialist (Full-Time)* | Remote — *Feb 2022 - Nov 2022*
- Attend weekly and biweekly sprint reviews to give updates on my team's projects
- Evaluate 100's of stores' onboarding inventory and provide insightful feedback
- Modify SQL and Bash scripts according to parameters on a store-to-store basis
- Quality control of 100's of store menus and website products

Saucey Inc., *Data Entry Intern (Part-Time)* | Remote — *Aug 2021 - Nov 2021*
- Ensure consistent data entry across platforms for new and pre-existing stores
- Validate and verify existing data, images, and inventory of products for 100's of stores
- Communicate effectively with team members on deadlines, projects, and updates

Skills

Programming	Python, C/C++, Java, JavaScript, Git, Bash/Powershell, GDScript, PostgreSQL
Mathematics	Linear Algebra, Calculus, Probability Theory, Discrete Maths, Numerical Analysis, Real Analysis, Differential Equations
Software	Linux, VS Code, IntelliJ, Docker, Git, Godot Engine, JavaFX, Flask, Google Workspace, MS Office, Adobe Creative Suite

Projects

Maze-Solving Bot — *Sept 2023 - Dec 2023*
CS 660 - Artificial Intelligence (Course Project)
- Implemented and fine-tuned algorithms such as A* search, to optimize the bot's pathfinding abilities
- Worked effectively in a team environment, collaborating with other students from diverse backgrounds to achieve project goals
- Identified challenges and devised creative solutions to optimize the bot's performance, making it adaptable to various mazes

Godot RPG Game — *Apr 2023 - June 2023*
Godot Game Engine / GDScript (Personal Project)
- Created a 2D role-playing game where a player can explore areas and defeat monsters
- Programmed the logic and physics engine for the combat and movement systems
- Utilized the integrated Godot blender to create sprite animations

Farm & Drone Dashboard Project — *Sept 2023 - Dec 2023*
CS420 - Software Engineering (Course Project)
- Worked with a team to create a drone-dependent farm optimization software for large scale farms
- Programmed in Java and used JavaFX to create a working farm dashboard, application, and controller
- Implemented UML Diagrams and other framework components to help with better visualization

Extracurricular

Blazers uLoL at UAB, *Club Director* — *Aug 2021 - Present*
- Manage a club of over 100 students while displaying leadership skills and capabilities
- Assist other club executives in planning and managing club events
- Attend budget meetings and club proposal meetings with the club president

Association for Computing Machinery (ACM at UAB), *Member* — *Aug 2022 - Present*
https://uabacm.org/
- Attend club events and participate in workshops on a weekly basis