

Ian A. Adams

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[LinkedIn](#) | [Portfolio](#) | [GitHub](#)

EDUCATION

Claflin University, Orangeburg, SC

B.S. in Computer Science; Minor in Cybersecurity

Expected Graduation Date: **May 2026**

Cumulative GPA: 4.0/4.0

Relevant Courses: Data Structures & Algorithms, Introduction to Object-Oriented Programming, Fundamentals of Programming, Introduction to Digital Logic Design, Calculus 1, Discrete Mathematics

EXPERIENCE

Resident Assistant

July 2023 – Present

- Foster a supportive and inclusive residential community by organizing events, offering guidance, and addressing resident concerns while utilizing leadership and communication skills.
- Manage and mediate various resident-related issues in a dorm of 200+ students, using effective problem-solving abilities and conflict-resolution techniques to help residents with personal and rooming issues.

Student Activity Intern

January 2023 – May 2023

- Collaborated with a diverse team of 12 fellow interns and staff members to plan and execute game-related events such as video and board game tournaments, trivia, and cards boosting daily game-room usage by 15%
- Actively managed the game room's inventory and equipment, leading to a reduction in wait times for students accessing resources and directly enhancing operational efficiency.

SECCDC Collegiate Cybersecurity Competition(Hackathon)

February 2023

- Partnered with a team of 8 students to leverage AWS (Amazon Web Services) in hosting and overseeing applications, data, and infrastructure on the cloud.
- Reengineered the Palo Alto security system to heighten defense measures for live servers.

PROJECTS

Travel Website ([link](#))

August 2023 – Present

Cooperating on a team project crafting a dynamic, budget-inclusive travel website using HTML, CSS, and JavaScript. Integrating APIs for comprehensive travel insights and affordable activity recommendations. Actively iterating based on user feedback for an optimal user experience.

2048 Clone ([link](#))

July 2023

Developed a 2048 game clone using JavaScript, HTML, and CSS, demonstrating proficient coding skills, and delivering an engaging and functional gaming experience.

Hangman ([link](#))

June 2023

Designed and coded a user-friendly Hangman game in JavaScript and HTML/CSS, demonstrating problem-solving abilities and web development skills.

TECHNICAL SKILLS

Programming Languages: Python, Java, HTML, CSS, JavaScript

LEADERSHIP & EXTRA-CURRICULAR

HCASC (Quiz Bowl), *Team Member*

January 2023 – Present

National Society of Black Engineers, *Member*

October 2022 – Present

HONORS & AWARDS

The Alice Carson Tisdale Honors College Scholar
Passport to College Scholar

August 2022 – Present
April 2022 – Present