

Inno Antoskiewicz

Calumet City, IL 60409|219-487-9065|iantoski@purdue.edu|www.linkedin.com/in/InnocenteA

EDUCATION

Purdue University, College of Science West Lafayette, IN **May 2028**

Bachelor of Science in Computer Science **GPA:3.4/4.0**

Highland High School Highland, IN **May 2023**

Technical Honors Diploma **GPA:3.6/4.0**

EXPERIENCE

Subway **Highland, IN**

Sandwich Artist **December 2022 — July 2023**

- Improved customer service by resolving concerns and promoting clear communication.
- Maintained cash register operations, ensuring transaction accuracy for 30 customers per hour.
- Worked with 15 colleagues to maintain a tidy and orderly workplace environment.
- Provided guidance, training, and support to new hires to aid in their integration.

Purdue UX Team **Purdue University**

Member **January 2025 — Present**

- Collaborated with team members to enhance user experience designs for various projects.
- Conducted user research and usability testing to gather insights and improve interfaces.
- Assisted in creating wireframes, prototypes, and design documentation.
- Participated in team meetings and contributed to brainstorming sessions.

Midwest Wings

Highland, IN

Member
2019

2015 —

- Played as a team member in various local and regional soccer tournaments.
- Developed teamwork and communication skills through regular practice and matches.
- Assisted in organizing team events and activities.
- Demonstrated commitment and dedication by attending all training sessions and games.

PROJECTS

Computer Build
2023

December 2023

- Built a custom computer, selecting and assembling components for optimal performance.

Website Development
2024

September 2024 — December

- Developed a personal website using HTML, CSS, and JavaScript to showcase projects.

Digital Art and Photo Editing
2024

September 2024 — December

- Created digital art and edited photos using Gimp and Krita.

Efficient Array Structures and Collision Handling in SFML and C++
2024

December 2024

- Designed arrays to clone objects that collide with blocks.
- Implemented collision handling to delete objects on impact.
- Utilized SFML and C++ for efficient array structures.

Random walk algorithm in C++
2024

December 2024

- Developed a random walk algorithm where objects move one by one in random directions.

- Implemented the algorithm in C++.

Cellular automata in C++
2024

December 2024

- Created a system that generates all 256 Wolfram rules.
- Implemented cellular automata in C++.

SELECTED COURSEWORK

Internet Foundations Technologies and Development, Fundamentals of Imaging Technology, Plane Analytic Geometry & Calculus 1, Problem Solving & Object Oriented Programming, Elem Stat Meth, Precalculus- Functions & Trig, Applied Calculus I, UXD Studio I: Fundamentals

Skills

Languages: C++, Java, HTML

Technologies: Github, Visual Studio Community, Visual Studio Code, Krita, Gimp

Frameworks: React, React Native, SFML

Soft Skills: Communication, Teamwork, Problem-solving, Time Management, Adaptability

ACTIVITIES AND CLUBS

- ML@Purdue
- Game Developers United Club
- Mini Jam

INTERESTS

- Reading
- Chess
- Digital Art
- Video Game Development
- Composing Music