

ISRAEL SHOWELL

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PROFESSIONAL OBJECTIVE & SUMMARY

Senior Computer Science student seeking summer internship opportunities and future full-time roles in software engineering and machine learning/AI.

Strong background in computer principles, practices, and systems as well as business operations. Team player who performs at high levels of productivity in fast-paced environments, while consistently meeting and exceeding all deadlines. Strong analytical approach to challenges, possess well-developed written and oral communication skills. Recognized for leadership and problem-solving skills, as well as thoroughness and accuracy. Able to analyze computer needs and problems. Able to develop and cultivate customer

TECHNOLOGY SUMMARY

Systems: Novice in Linux-Based and Unix-Based Systems, Advanced in Windows, Novice in Relational Database Management Systems

Software: Visual Studio, Visual Studio Code, Python-Shell, Eclipse, R-Studio, Github, Godot, MS Office (Word, PowerBI, Excel, PowerPoint), Notepad++, Windows Power-Shell.

Programming Skills: Experienced in Java, IBM Mainframe, Machine Learning/AI, HTML, C, JavaScript, R, COBOL, SQL, Visual Basic, Github, and COBOL. Advanced in Python, C++, Computer Software installation and configuration

Skills: Experienced in MS Office, Social Media Management, Live-Streaming, Timesheets, Troubleshooting, Video Editing, Leadership, Collaboration, Design Thinking, Software Development

Project Experience

Github

- Created a website using hosting services provided by Github to host my online portfolio and committed changes to repositories hosted on Github
- Uploaded various projects onto Github for ease of access and development
- <https://israelshowell.github.io/>

Godot

- Used Godot to create a Bullet-Dodge game with sound effects, changing backgrounds, and a HUD

C++

- Created a login software that utilizes a csv file to find a user's information and display it to them
- Used classes to create a program that allows a user to add and delete students from a linked list
- Created a basic calculator instruction manual for new computer science students to use
- Used C++ to create a machine learning program that can predict Iris flower types

Python

- Created a GUI (Graphical User Interface) calculator that can add, subtract, multiply, and divide
- Created a QR Code Generator that takes a URL and makes a QR code in a .png format that a user can scan
- Created a GUI QR Code generator that allows a user to paste a URL and generate a QRCode with the push of a button
- Created a top-down Alien shooter game using various pre-built and custom Python libraries and Pygame
- Created a facial recognition software that can be trained, validated, and be fed new data to predict and label new images

HTML/CSS/JavaScript

- Created a script that uses JavaScript to take a number of items and their prices from the user, and tells them how much a nine percent commission of the items would get them.

CERTIFICATIONS: JavaScript, HTML, CSS, and Java.