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.

I possess a strong background in computer principles practices and systems as well as business operations. I am a team player who dedicates himself to performing at high levels of productivity in fast-paced environments, while consistently meeting and exceeding all deadlines. I use strong analytical approaches to solve challenges, and I have been recognized for my leadership and problem-solving skills, as well as thoroughness and accuracy. I am able to analyze computer needs and problems and I possess well-developed written and oral communication skills.

TECHNOLOGY SUMMARY

Systems: Advanced in Windows, Novice in Linux-Based and Unix-Based Systems, Experienced in Relational Database Management Systems, Firebase/Firestore

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

Programming Skills: Experienced in Java, IBM Mainframe, Machine Learning/AI, HTML, CSS, JavaScript, R, C, SQL, SQLite, React, Next.JS, Node.JS, Visual Basic, Github, Git, and COBOL. Advanced in Python, C++, Computer Software installation and configuration, Software Development, Object-Oriented Programming, Full-Stack development

Skills: Experienced in MS Office, Social Media Management, Live-Streaming, Timesheets, Troubleshooting, Video Editing, Leadership, Collaboration, Design Thinking, Problem Solving, Research, Presentation

Project Experience

2024 AMIE Design Challenge

• Won the 2024 AMIE Design Challenge with the UMES team and our ThermalFocus Bundle!

- We proposed a solution to improve Uber's facial verification for all drivers and especially those of darker skin tones using Near-Infrared technology.

Git/Github

• Created a website using hosting services provided by Github to host my online portfolio and committed changes to repositories hosted on Github; https://israelshowell.github.io/Landing-Page/

• Uploaded various projects onto Github via the website and the command line tool Git.

SQL/SQLite

• Used SQL and SQLite to develop, access, and manage databases for several Python GUI and web applications; This is a stock inventory management web application; https://shdev.pythonanywhere.com/

Godot

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

C++

• Created a basic calculator instruction manual for new computer science students to use

• Used Object-Oriented Programming techniques to develop a machine learning program that can predict Iris flower types using flower attributes

Java

• Created Voluble, a chat app that allows user to communicate with each in real-time; Powered using Java, Firebase, Firestore, and developed in Android Studio

Python

• Used varying tech stacks with Python to develop multiple GUI and web applications

• 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 several web applications that allow functionalities to create accounts, login into them, and allow users to interact with features from their accounts.

CERTIFICATIONS: JavaScript, HTML, CSS, Python, and Java.