

# Timothy Perez

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First-Gen Computer Science Major | Interested in Software Engineering and Game Development

## EDUCATION

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<b>University of South Carolina</b> – Molinaroli College of Engineering & Computing	Expected May 2029
<i>Freshman Bachelor of Science in Computer Science (In progress)</i>	Expected May 2029

Relevant Coursework (In progress): CSCE 145: Algorithmic Design I, CSCE 190: Computing in the Modern World - applying foundational programming and computational thinking skills.

## PROJECT EXPERIENCE

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Alien Maze Game   Neeses, SC	May 2025
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- Developed a maze-based game where a pink alien navigates obstacles to reach a goal.
- Programmed movement controls, collision detection, and win conditions using JavaScript.
- Designed a challenging maze that required accuracy and problem-solving, improving player engagement.

Choices Among the Cursed Ward   Neeses, SC	January – May 2025
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- Built a survival-based choice-selection game where player decisions impacted the storyline.
- Applied conditional statements and branching logic to create multiple pathways.
- Received positive peer feedback for an engaging narrative that strengthened creative storytelling.

Procrastination: How to Move Forward   Neeses, SC	January – May 2025
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- Designed a website to raise awareness and provide strategies for overcoming procrastination.
- Implemented structured layouts with HTML and CSS and added interactivity with JavaScript.
- Strengthened personal time management by planning and completing the project ahead of schedule

## SKILLS

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- **Programming & Development:** Python (basic scripting, problem-solving), JavaScript (interactive logic, game development), HTML/CSS (responsive web design), and learning Java. I applied these skills to build interactive games, branching narratives, and functional websites.
- **Tools & Software:** Microsoft Office Suite, Code.org, GitHub (learning). Utilized tools to manage projects, track progress, and collaborate with peers.
- **Problem Solving & Adaptability:** Strong troubleshooting and debugging skills, adjusting project plans to meet goals. Demonstrated by completing multiple projects ahead of schedule.
- **Collaboration & Leadership:** Experienced in leading peer discussions and working effectively in team projects, fostering clear communication and collaboration.
- **User Interface (UI) Design:** Designed intuitive and engaging interfaces for games and websites to improve usability and user experience.