Patrick Haye Jr.

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EDUCATION

CUNY - Brooklyn College

Bachelor of Science in Computer Science

CUNY- Kingsborough Community College

Associate of Science in Computer Science

RELEVANT COURSEWORK

- Data Structures
- Advanced Programming Techniques in C++
- Discrete Math
- Assembly Language
- Calculus 2
- Ethics in Computer Science

AWARDS

NSLS Honors Society

October 2021

Brooklyn NY

Brooklyn NY

Graduation: 01/2024

Expected Graduation: 06/2026

Recognized for excellence and has developed skills to drive for your own success through college and careers.

Dean's List Fall 2021 and Spring 2022

WORK EXPERIENCE

CUNY Research Foundation

Brooklyn, NY

Tech Support Intern

November 2021 – Present

- Ensure PC's, Desktops, iPad's, Printers and Laptops are in their best condition Decreased amount of PC problems by 30%
- Troubleshoot and recognize problems with Printers, IPad's, PC's, Laptops and Desktops and can fix the issue
- Create spreadsheets with information regarding the Printers, Laptops, Monitors, Desktops, iPad's including their asset tag, brand, serial number, etc.
- Use a Ticketing System (NYCDOE SupportHub) to create tickets and keep track of all tickets made.
- Fix Laptops (Mac's, Chromebooks, and Windows) replacing the parts with new or old parts that are both compatible and in good condition.

The Home Depot

Brooklyn, NY

Cashier

November 2020 – August 2021

- Resolved customer complaints.
- Assisted customers in finding items.
- Counted out cash drawers.
- Opened and closed store
- Answered customers' questions.

Modell's Sporting Goods

Brooklyn, NY

Store Associate

July 2019 – March 2020

- Great sales associate. Can get the job done on time and efficiently. Worked in both the sporting and footwear departments.
- Cleaned up both sections very well and is very-hard working.
- Works great with coworkers and is very diligent. Works well with communication with customers.

PROJECT WORK

Pong in Space Fall 2023

Using the Unity Engine I created a game that recreates Pong with the background being space. The game can be against a CPU, local multiplayer, and online multiplayer against another person around the globe. Using AI scripts, Player scripts, 2d objects and loading scenes I was able to add music, AI for the CPU, the pong ball, and paddles for the players to control. Additionally, I was able to add the scores for the CPU and all the players.

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