

Patrick Haye Jr.

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EDUCATION

CUNY - Brooklyn College | Brooklyn NY

Expected Graduation: 06/2026

Bachelor of Science in Computer Science

CUNY - Kingsborough Community College | Brooklyn NY

Graduation: 01/2024

Associate of Science in Computer Science

Relevant Coursework: Data Structures, Advanced Programming Techniques in C++ and Java, Discrete Math, Game Design, Web Design

SKILLS & CERTIFICATIONS

- **Skills:** Proficient in C/C++, C#, Java, Video Editing and Familiar with CSS, MongoDB, HTML, Python, Scheme, and JavaScript
- **Tools:** VSCode, GitHub, Unity Engine, Unreal Engine, Cygwin, Xcode, Android Studio, Adobe Premiere Pro, and Racket

WORK EXPERIENCE

CUNY Research Foundation - Tech Support Intern | Brooklyn, NY

November 2021 – June 2025

- Ensure PC's, Desktops, iPad's, Printers and Laptops are in their best condition Decreased amount of PC problems by 20%
- 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 - Cashier | Brooklyn, NY

November 2020 – August 2021

- Provided excellent customer service by resolving complaints, assisting with product inquiries, and addressing customer questions. Managed daily store operations, including counting cash drawers and handling store opening and closing duties.

PERSONAL PROJECTS

Pong in Space

<https://github.com/ItzDJYP/Ping-Pong-Projec> | <https://itzdjyp.itch.io/pong-in-space>

- Developed a space-themed Pong game in Unity Engine using C#.
- Implemented CPU, local, and online multiplayer modes with AI-driven CPU behavior.
- Designed 2D game objects, integrated background music, scene transitions, and score tracking.

Sidekick Chronicles

<https://itzdjyp.itch.io/sidekickchronicles>

- Developed a 2D side scroller in the Unity Game Engine using C# with a team of 4
- Supported on Mac, PC and Browser
- Implemented Horizontal movement and AI pathing that follows the main character
- Implemented Sound effects, background music and scene transitions
- Awarded Bounce House Award and Collaborative Project Award

Autism Support Website

<https://github.com/ItzDJYP/3140AutismLearning>

- Developed Autism Support Website with five interactive mini-games to build social, emotional, and cognitive skills for children with autism (ages 4–6).
- Implemented secure authentication, user registration, and caregiver dashboards with progress tracking and visual analytics (Chart.js).
- Built full-stack system using Node.js, Express, MongoDB, and JavaScript/HTML/CSS, ensuring secure session handling and responsive design.
- Collaborated in a 3-person team, contributing to database logic, rewards system, progress chart, and multiple educational games

AWARDS

NSLS Honors Society

October 2021

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