

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

SKILLS & CERTIFICATIONS

- **Skills:** Proficient in C/C++, C#, Java, Video Editing and Familiar with CSS, 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 – Present

- 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.

Modell's Sporting Goods - Store Associate | Brooklyn, NY

July 2019 – March 2020

- Highly efficient sales associate with experience in both the sporting and footwear departments. Demonstrated strong work ethic through maintaining clean and organized sections while effectively collaborating with coworkers. Provided excellent customer service through clear communication and prompt assistance.

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.

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