

Jah-Mali Brathwaite

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EDUCATION

Morehouse College

Bachelor of Science in Computer Science

Atlanta, Georgia
Anticipated Fall 2025

- Dean's List
- Relevant Coursework: Calculus 2, Linear Algebra, Data Structures & Algorithm, Game Design, Database Systems, Discrete Structures, and Computer Organization

TECHNICAL SKILLS

- **Programming Languages:** C++, C#, SQL,
- **Web Development:** HTML, CSS, JavaScript
- **Tools/Framework:** VS Code, Git, MySQL, Unity

EXPERIENCE

Gradient Gaming Studio Inc. | Co-founder | Atlanta, Georgia

April 2024 – Present

- Developing a turn-based platformer game in a team of three, covering multiple responsibilities including project management, game art, agile lead, and programming using Unity for development.

PROJECT EXPERIENCE

Personal Website Portfolio

December 2024

- Designed and developed a personal portfolio website using **HTML**, **CSS**, and **JavaScript**.
- Showcased projects, skills, and achievements in a visually appealing and responsive format.
- Improved front-end development skills and gained experience in user-centered design.

Pacman Shadow Snackers Game

November 2024

- Remade the classic arcade game "Pac-Man" using **C#** and the **Unity game engine**.
- Implemented **tile mapping**, **collision detection**, and **CPU-controlled movements**.
- Collaborated with a team of three, leveraging **version control** tools like **Git** to streamline development.
- Gained expertise in **game development mechanics**, enhancing **problem-solving** and **teamwork** skills.

Wordle Clone

February 2024

- Developed a clone of the popular New York Times game Wordle using **C++**.
- Implemented game logic, including guess validation and feedback, using while loops to ensure the game could be solved under five guesses.
- Enhanced my problem-solving and algorithm design skills by breaking down game mechanics and ensuring accurate responses to user input.

Extended Tic Tac Toe

August 2023

- Developed an extended version of Tic Tac Toe that allows customizable board sizes, ranging from 4x4 to 13x16.
- Implemented dynamic data structures using structs and loops to handle variable game grids and enhanced gameplay feature
- Strengthened adaptability by designing flexible and reusable code for complex game logic and user-defined inputs.

HONORS & INVOLVEMENT

Codehouse Member

- Contribute to increasing diversity in tech by supporting opportunities for underrepresented groups.

NSBE Member

- Attended workshops with company representatives and community members.

ColorStack Member

- Build a network of support and resources for Black and Latinx students in computer science.

Lytehouse Member – Mentor

- Provide mentorship to empower underrepresented students in their academic and professional journeys.

Secretary, Black Students Roll (BSR)

- Manage a roller-skating organization that hosts weekly skating lessons and monthly community service events, promoting fitness and community engagement.