Joseph Amprey IV

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Education

Morehouse College   Atlanta, GA

Bachelor of Science in Computer Science, 4.0/4.0 GPA   *expected   Aug 2025- May 2029*
- *Relevant Coursework: Intro to CS, Programming I & II, Computer Organization*
- *AUC Advanced Coding Collective Hackathon*
- *Attended nationally recognized cloud computing conference, KubeCon + CloudNativeCon North America*

Sidwell Friends School   *Washington, DC*
- *Accelerated STEM Coursework: Calc I & II, AI & Game Design, Dynamic Web Development.*   *Aug 2021- May 2025*
- *Varsity Basketball Team (3 years) 3x State Champions, nationally ranked team*

Experience

Core Engineering Intern, Fair Opportunity Project (Platform Expanding College Access for 60k+ Students)   Remote

June 2024 – Sep 2024

- Supported front-end and back-end development, collaborating with the company founder
- Built and maintained front-end (HTML/CSS) and back-end services (Node.js)
- Completely redesigned website UI front-to-back to enhance user experience (25% increase in user engagement)
- Contributed as part of an 8-person core engineering team in an agile environment

Projects

Club Hub IOS APP   *Senior Capstone Project*   May 2025
- Created a centralized mobile platform for students to discover, join, and manage school clubs with announcements, directories, and social features (club directory, announcements feed, join/follow system, and friend network)
- Built an iOS app in Swift with Firebase backend to centralize student club management
- Implemented secure multi-role authentication (student, club leader, admin)
- Led project end-to-end: UI/UX, backend integration, and test deployment

RateIT Movie Reviewer   Apr 2025
- Built a movie database app using HTML/CSS, JavaScript, PHP, SQL with IMDB API integration
- Implemented responsive UI, real-time search, and personalized list creation features

Zombs.IO *Single Player C# Tower Defense Game*   May 2024
- Developed a real-time tower defense game in C# using Microsoft XNA Framework with multiple defensive units, resource management, and wave-based enemy spawning
- Implemented collision detection, pathfinding AI for zombie enemies, and dynamic bullet trajectory systems with different weapon types (towers, cannons, lasers)
- Created a complete game loop with multiple states (menu, gameplay, game over), player movement with obstacle avoidance, and resource collection mechanics

Professional Development

- Harvard CS50   Jul 2023
- Code Academy Full Stack Engineering Course   Jun 2025 – Present
- AWS Bootcamp Codecademy   Oct 2025 – Present
- Code Academy Machine Learning Boot Camp   Nov 25 -Present

Technical Skills

Python, Java, C++, C#, Swift, JavaScript, PHP, SQL, HTML, CSS, React, Node.js, Git/GitHub, MySQL, Xcode, AWS

Languages

- Studied Mandarin for 12+ years, including two trips to China