# Jordan E. Scott

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## Summary

Dedicated and innovative Computer Science professional with expertise in C++ and Python. Proven track record in developing innovative software solutions, building engaging games, and conducting cutting-edge research, including projects in AI, object detection, and VR applications.

## SKILLS

**Programming:** Python, JavaScript, HTML/CSS, C++,
**Tools:** PyCharm, Eclipse, Jupyter Notebooks, VScode
**Project Management & Communication:** Innovation communication, Project Management, Teamwork and Collaboration
**Analytical & Problem-Solving Skills:** Problem Solving, Critical Thinking, Resourcefulness

## EXPERIENCE

**Grand Canyon Education** **Phoenix, Arizona**
*IT-Technical Support Representative & Mentor* *June 2022 – Present*

- Provided technical support to customers via phone, email, and chat by utilizing strong customer service skills.
- Assisted customers with password resets, account recovery, and other IT-related tasks
- Guided mentees in troubleshooting and resolving software and network issues.
- Utilized CRM systems for efficient customer management.

**A.P.E** **Atlanta, Georgia**
*Research Intern* *May 2024 – Aug 2024*

- Conducted research on object detection technologies and implemented a solution using YOLOv8 and Python.
- Developed and integrated an object detection system designed for real-time collision detection with a live video feed, utilizing the camera package for camera access.
- Designed a color-coded feedback mechanism to indicate collision severity: green for no collision, red for a single collision, and purple for multiple collisions.

## PROJECTS

**2024 Oasis Info Byte** **Phoenix, Arizona**
*Solo Project* *Feb 2024 – Mar 2024*

- Developed introductory web projects, including a Landing Page, Portfolio, and Temperature Converter using HTML, CSS, and JavaScript

**AI Poker Game** **Phoenix, Arizona**
*Team Member* *Sep 2023 – Dec 2023*

- Collaborated in a team to develop an AI-driven poker game using machine learning techniques, focusing on creating a neural network model capable of strategizing and making decisions based on real-time data.
- Utilized Jupyter Notebook for experimentation and TensorFlow for building and training the neural network models.

**VR Application** **Phoenix, Arizona**
*Team Lead* *Sep 2023 – Dec 2023*

- Collaborated in a team to design and develop a virtual reality application focused on teaching the physics concept of buoyancy.
- Utilized Unity as the primary platform for building the immersive VR environment, ensuring a user-friendly and educational experience.

## EDUCATION

**Grand Canyon University** **Phoenix, Arizona**
*B.S. in Computer Science* *Expected Graduation, April 2025*

- **Concentrations:** Game and Simulation
- **GPA:** 3.54/4.00, *Dean's List, Honor's College*
- **Related Coursework:** Data Structures & Algorithms, Computer Organization, Programming, Object-Oriented Programming, Computer Architecture, Operating Systems, Modeling & Simulation