Joshua Perry

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EDUCATION

Texas A&M University — College Station, TX
Bachelor of Science in Computer Science, GPA: 3.88 — *Aug. 2022 – May 2026*

EXPERIENCE

Undergraduate Research Assistant — June 2022 – Present
Texas A&M University — *College Station, TX*
- Independently developing python software to collect and analyze data from a co-linear fast beam spectrometer to the requirements of my supervisor
- Assisting with reconstruction and maintenance of the spectrometer

Junior Developer — Winter 2022, Summer 2023
Information Technology Partners — *San Antonio, TX*
- Reworked undocumented legacy JavaScript files to add functionality, incorporate modern API calls, and document the changes
- Completed weekly coding runs using HTML and JavaScript to develop and implement new features
- Researched different technologies and documented step-by-step installation processes for future applications

Assistant STEM Instructor — Summer 2022
ACCEYSS — *San Marcos, TX*
- Collaborated with the head instructor to plan and prepare interactive lessons
- Taught and managed a class of 5 to 12 years olds

ACTIVITIES

Project Manager - Mouseless Mouse — Aug. 2022 – Present
Aggie Coding Club — *College Station, TX*
- Dividing overarching goals into independent tasks for my department
- Improving upon previous designs using the AGILE development process
- Guiding multiple departments with defined responsibilities through set tasks
- Led my team to fabricate hardware and software for a proof-of-concept Bluetooth mouse-glove hybrid

PROJECTS

Aggies Bussin | *Python, Mongodb, JavaScript* — January 2023
- Created and managed a NoSQL database with MongoDB to store bus routes
- Programmed JavaScript functions ro read the database and generate routes between two given locations using tree branching
- Assisted creating a python script to scrap bus routes and upload them to the database

2 Player Zombie Survival | *Python, Pygame, threading* — December 2022
- Researched python libraries and syntax to create a class hierarchy, display images, take input, and other obscure background processes
- implemented multi-threading to improve performance 10x
- Designed a stage and wave editor that uses a text file to save between game sessions

Video Game Automation | *Java, Thread, System-hook* — August 2022
- Utilized previous java projects to create a multi threaded video game player
- Used text files and screen captures to read the game display and perform actions accordingly
- Has been altered to automate an array o different progression-based games

TECHNICAL SKILLS

Languages: Java, Python, C++, JavaScript, HTML/CSS
Developer Tools: Git, VS Code, Android Studio, Eclipse