

Joshua Perry

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EDUCATION

Texas A&M University

Bachelor of Science in Computer Science, GPA: 3.88

College Station, TX

Aug. 2022 – May 2026

EXPERIENCE

Undergraduate Research Assistant

Texas A&M University

June 2022 – Present

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

Information Technology Partners

Winter 2022, Summer 2023

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

ACCEYSS

Summer 2022

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

Aggie Coding Club

Aug. 2022 – Present

College Station, TX

- Dividing overarching goals into independent tasks for my department
- Improving upon previous designs using the engineering design 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 to 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 of different progression-based games

TECHNICAL SKILLS

Languages: Java, Python, C++, JavaScript, HTML/CSS

Developer Tools: Git, VS Code, Android Studio, Eclipse