Joshua Perry

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EDUCATION

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

EXPERIENCE

Undergraduate Research Assistant   Jan. 2023 – Present
Texas A&M University   *College Station, TX*
- 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 which have reduced order creation time by 65%
- Researched different technologies and documented step-by-step installation processes for future applications that will decrease customer on boarding costs by $800

Assistant STEM Instructor   June 2021 - July 2022
ACCEYSS   *San Marcos, TX*
- Collaborated with the head instructor to plan and prepare over 30 interactive lessons
- Taught and managed a class of 5 to 12 years olds

LEADERSHIP

Project Manager - Mouseless Mouse   Aug. 2022 – Present
Aggie Coding Club   *College Station, TX*
- Improving upon previous designs using the AGILE development process for increased functionality and reliability
- Leading my team through a 400% member increase while keeping everyone engaged
- Directed my team to fabricate hardware and software for a proof-of-concept Bluetooth mouse-glove hybrid
- Raised $500 dollars in funding to accelerate the development process and finance new prototypes

PROJECTS

Aggies Bussin | *Python, Mongodb, JavaScript*   Jan. 2023
- Created and managed a NoSQL database with MongoDB to store over 600 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 daily

2 Player Zombie Survival | *Python, Pygame, threading*   Dec. 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 1000%
- Designed a stage and wave editor that uses a text file to save between game sessions

Video Game Automation | *Java, Thread, System-hook*   Aug. 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
- Automated capture and recording process to decrease game automation time by 90%

TECHNICAL SKILLS

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