Joshua Markle

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Education

University of Virginia
Bachelor of Science – BS, Computer Science | 2024 – Present
Activities:

- ACM Competitive Programming

The Governors School for Science & Technology High School
High School Diploma, Computer Science Strand | GPA 4.0 | 2022 – 2024
Activities & Leadership Roles:

- Python Programming Club (President)
- Game Development Club (President & Founder)
- Competitive Programming Team (Captain)

Experience

Tech Lead
Yorkminster Presbyterian Church, Yorktown | 2023

- Setup stage lighting, audio systems, music control, and solved any and all technology issues; Leader of 4 other volunteers

Skills

C & C++ | Python | HTML/CSS | R | Git | Linux | AI/ML | (Neo)Vim | and learning x86 Assembly

Projects

Milestone – Flutter Mobile App

- Milestone is an app designed to aid student drivers on their journey from learner's permit to driver's license. It helps users track driving hours and pass the final test

Evolution Simulation – Unity Simulation

- Simulation of artificial single cell organisms within a parameterized ecosystem

Joshuamarkle.com – Personal Website

- A personal website containing a portfolio and modern web development techniques

Drone Stabilization AI – Machine Learning Project

- Developed drone stabilization AI to stabilize a drone in flight in a simulated environment

Awards

Winner of the 2023 Congressional App Challenge (w/ Milestone)

- A nationwide competition between app developers centered around community problems

Xerox Award for Innovation and Information Technology – University of Rochester

- Award for notable achievements in the field of new technology + $20,000 scholarship

Outstanding Junior Research Award

- Science fair project, Humans vs. AI, designed to test pattern recognition differences between humans and artificial intelligence. Presented at the annual NHREC science fair