Joseph Sackitey

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Portfolio | https://github.com/Jsackitey1

Education

Gettysburg College Gettysburg, PA
Bachelor's Degree, Computer Science and Physics *Expected Graduation: May,2027*
Relevant Coursework: Data Structures, FullStack Web Development, Linear Algebra, Abstract Math
GPA:3.92/4.0

Technical Skills

- **Languages & Frameworks**: Python, Java,JavaScript, React.js, APIs, Git Bash

Professional Experience

Oyster(Open Source) Nov 2025 - Present
Contributor *Remote*
- Utilize Git and GitHub for version control to contribute to the Oyster open-source project, resolving issues and proposing innovative ideas to improve and enhance the ColorStack website.

Sustainability Intern May 2024 - August 2024
Gettysburg College *Gettysburg, PA*
- Designed and implemented a campus map of water fountain stations to improve accessibility, promote sustainability, and reduce plastic waste by encouraging the use of refillable water bottles.

HeadStarter AI June 2024 - August 2024
Fellow *Remote*
- Developed proficiency in full-stack development, gaining hands-on experience with front-end frameworks, back-end technologies, and databases.

PROJECTS & OUTSIDE EXPERIENCE

Bluetooth Controlled Robotic Arm | *Python, Java,Android Studio, Arduino*
- Engineered a 3D-printed Bluetooth-enabled robotic prosthesis, integrating with an Android app using Java and Kotlin for seamless remote control and sensory feedback via Bluetooth sensors.
- Engineered independently articulated robotic fingers with a six-degree range of motion, enabling advanced functionality for gripping, holding, and manipulating objects using Python and Arduino.

Puzzle Game | *Java*
- Designed and implemented the "Lights Out" puzzle game in Java, utilizing array manipulation, event-driven programming, and a solution detection algorithm for dynamic gameplay and real-time validation.
- Developed a user-friendly graphical interface using Java Swing, featuring colour-coded buttons and responsive controls to enhance user engagement and interactivity.

Brick Breaker Game | *java,*
- Developed a 2D interactive Brick Breaker game in Java, utilizing Swing for UI components, with robust collision detection algorithms and a real-time scoring system to enhance user experience.
- Designed and implemented custom UI elements, including bricks, paddle, and ball, with integrated win/loss conditions and restart features for seamless gameplay transitions.

Simon Game | *Javascript, jQuery*
- Designed and developed an interactive Simon game using JavaScript, jQuery, HTML, and CSS, implementing dynamic gameplay and animations, enhancing user engagement with responsive visual and auditory feedback.
- Programmed complex game logic to track user inputs against randomly generated patterns, incorporating features such as level progression, restart functionality, and dynamic feedback for user success or failure.

LEADERSHIP AND EXTRACURRICULAR ACTIVITIES

Webmaster/Web Developer *Association of Computing Machinery(ACM)*