Joseph Sackitey

sackiteyjoseph44@gmail.com | https://www.linkedin.com/in/joseph-sackitey/ |
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, HTML/CSS, Material UI, Git

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

SWE Fellow *Remote*

- Built 2 AI apps and APIs using Next.js, OpenAI, Pinecone, and StripeAPI that significantly streamlined the development process, and enhanced the overall user engagement.
- Gained hands-on experience with front-end frameworks, back-end technologies, and databases.

PROJECTS & OUTSIDE EXPERIENCE

Bluetooth Controlled Robotic Arm | *Python, Java, Kotlin, Android Studio, Arduino*

- Engineered a 3D-printed Bluetooth-controlled 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.

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.

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.

LEADERSHIP AND EXTRACURRICULAR ACTIVITIES

Google Developer Student Club
Help to organized workshops and built industry partnerships.

CodePath
Completed a 10-week course with 300+ students, gaining industry-relevant skills and hands-on experience.

Clubs & Athletics (Gettysburg College)
Association of Computing Machinery, Resident Assistant, African Students Association, CalcAid Tutor, Society of Physics Students.