

KELVIN IHEZUE

~ Computer Science Major ~

Kelony05@gmail.com | 732-519-2660 | Github: Kelony11 | www.linkedin.com/in/kelvin-ihezue

EDUCATION & CERTIFICATIONS

Rutgers, The State University of New Jersey, New Brunswick, NJ

Bachelor of Science in Computer Science | **anticipated graduation December 2025**

Raritan Valley Community College (RVCC), Branchburg, NJ

Associate of Science in Computer Science | **January 2024**

Current GPA: 3.52 **Honors:** The National Society of Leadership and Success, Dean's List.

Udemy : **Certificates of Completion: C Programming for beginners** | **February 2024 & Python Pro Bootcamp** | **September 2023**

RELATED COURSEWORK

Data Structures, Systems Programming, Foundations of Computer Science, Intro to Artificial Intelligence, Discrete Structures I & II, Computer Architecture & Assembly Language, Web Development I, Linear Algebra.

EXPERIENCE

Participant – CodePath (remote)

February 2024 - Current

- A technical Interview prep program with anticipated graduation April 2024
- Participating in an intense 10-week spring course on practical data structures and implementing efficient algorithms.
- Working in groups to tackle common technical interview questions in Python.
- Networking with other like-minded college students in search of internship opportunities.

RELATED INDEPENDENT PROJECTS

United States Guessing Game - January 2024

Python || Pandas || Github

- Built a guessing game which could also be a learning tool to master the locations and spellings of all 50 states in America.
- Used Pandas to read a csv file and store the contents read to a list.
- Displayed the map using turtle library functions and kept track of states not mentioned by the user.

Personal Website - October 2023

HTML || CSS || Bootstrap || Netlify || Github

- Built and styled the body of the website using HTML & CSS from scratch, compatible and responsive for all screen sizes.
- Used bootstrap for the website's theme color, logos and icons.
- Added a responsive navbar for quick navigation to the sections of the website.
- Deployed the website using Netlify and used Github to track the commit status.

Snake Game - December 2023

Python || Github

- Created the snake body that moves around a 600 by 600 frame using python library, Turtle.
- Developed numerous functions to control the movement of the snake and detect collision with the food or wall.
- Used numerous functions to read and write into a text file in order to store the user's highest score, even if the game resets

Rock Paper Scissors Game - November 2023

Python || Replit || ASCII

- Created an algorithm very similar to Rock Paper Scissor game where a user plays against a computer.
- Used a basic text to ASCII converter to create the logo.
- Keep track of the scores during the game and decide the winner.

CAMPUS INVOLVEMENT

Member of STEM & Engineering Club – RVCC

September 2023 – Present

- Participated in web development and STEM related projects and contributed relevant ideas to foster team engagement.

Little Scientist Night – RVCC

November 2023

- Introduced and entertained a group of children with my Rock Paper Scissors Game Project programmed using python.

TECHNICAL PROFICIENCIES

Programming languages: Python, MySQL, C/C++, HTML/CSS, Java. **Software:** Visual Studio Code, Replit, PyCharm CE, Xcode.

Frameworks/Developer Tools: Github, Nelify, NetBeans IDE, Bootstrap.

Debugging & Troubleshooting: Thonny IDE.