Bowling Green, Kentucky
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Isaac Lockwood

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Work Experience

Computer Science Teacher Assistant   **Western Kentucky University**   **Aug 2023–Present**
Bowling Green, Kentucky

- Conducted weekly office hours to provide one-on-one assistance to students seeking help with course materials, assignments, and projects.
- Collaborated with the course instructor to develop and explain complex computer science concepts in a clear and understandable manner.
- Assisted students during lab hours, offering guidance and support in understanding programming assignments, debugging code, and troubleshooting technical issues.
- Evaluated and graded assignments, projects, and examinations, ensuring fair and consistent assessment criteria were applied.

Education and Certifications

- **M.Sc. Computer Science,** Western Kentucky University.   **2023–2024**
- **B.Sc. Computer Science,** Western Kentucky University.   **2020–2023**
- **Certificate of Game Design,** Western Kentucky University.   **2020–2022**

Technologies and Languages

- Languages: Java, Python, C#, React, JavaScript, Node, Django
- Technologies: Git, Visual Studio, Windows
- Other: Data structures and algorithms, data science, responsive web design and optimization

Projects

Ephemeris Visualizer Tool (EVT)

This project is a full stack application that uses React, and Node.js as well as Three.js for animation. It utilizes data provided by NASA's Horizon System API. It takes the ephemeris data that can be found with user inputs and creates animations and accurate calculations to determine how far celestial bodies are and how long it would take to get to them using rocket science and orbital mechanics.

Out Run Remake

Recreated the 1986 SEGA game Out Run using Unity and C#. Modernizing the game with updated physics, choice of modern or classic graphics, and a leaderboard system using a NoSQL database. My role in the project was lead developer. I oversaw a team of three other engineers assigned to create this project.

Awards

- FBLA State Computer Game and simulation 1st Place
- FBLA National Computer Game and Simulation Contender
- FBLA State 3D Animation 4th Place
- FBLA National Community Service Award