Bryce D. Manley
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Academic Achievements

University of Portland:
Computer Science Major | Class of 2023

Proficient in Java| Proficient in C| Experience in Linux| Experience in Wireshark| Knowledge in Networking| Knowledge in Data Structures

Kennedy High School:
Track Team Captain| Varsity Band| Varsity Cross Country

Projects

Java Dots and Boxes Game:
Utilized skills in Networking and Java to create a graphical dots and boxes game. The game includes networking such that two different players can play each other on the same or different networks.

Machine Learning and Text Mining for Author Identification:
Created a machine learning program using Python that was able to parse through an extensive set (100,000 blog entries) and identify the author of a given blog post given training with that author.

20 Questions Game:
Utilized knowledge in data structures such as trees, and skills in both Java and C to create a 20 questions game that can read data from a text file and user input to accurately predict and animal.

Web 3.0 Webpage:
Utilized skills to learn new technologies, such as React JS to design a webpage, JavaScript to build the webpage, and blockchain smart contracts to host the webpage.

Personal Achievements

Eagle Scout:
Completed rank of Eagle Scout. Final project involving managing scouts, adults, and working with civic leaders. Project was featured on the front page of a local newspaper.

Work Experience

Seattle Mariners:
Showed my ability to work on a team to serve customers while working for the Seattle Mariners in Merchandising.