**Marcus D. Kruzel**

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**OBJECTIVE\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

As a student who’s been away from school and programming since spring of 2015. I’m excited and eager to make my entrance back into the field of software engineering. My motivation and drive are at an all-time high and you can expect

nothing more than absolute determination to finish my degree and continue my ongoing education in the field.

**EDUCATION\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

Kennesaw State University - Marietta, GA

B.S. Computer Science Expected Fall 2020

GPA 3.06

**STUDENT PROJECTS\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Projects can be found at**: https://github.com/MarcussucraM

* **Dungeon** – Adventure gamemade in python using the pygame library in Object Oriented Design class – learned python, various Object Oriented Development Principles and Design Patterns.
* **The Trade Network** – A trading application made using a Microsoft SQL Server database and java code made in Database Design class. I led a team of four, created the data model, schema for the application, and wrote the majority of the code.
* **Robot Commander** – Personal project created in time off from school. It’s based off of the java.awt.Robot class. Basically a small swing based editor that allows you to build a chain of commands for the Robot to automate.
* **MathFlash** – Another personal projected created in time off from school. An Android app that generates simple math problems and displays them one at time to the user who is given a predefined time limit to answer all of the questions. This app was designed to be simple and easy to use so that my brother in first grade could practice.
* **FriendFinder** – An android program my group created for Human Computer Interaction. Allows users to group up with one another and see each other on a map using the Google Maps API, also allows the user to look up weather information and information about local places around them.

**TECHNICAL SKILLS\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

* Programming Languages – Java(2 years), Python(0.5 year), C++(0.5 year), SQL(1 year)
* Databases – Microsoft SQL Server
* Operating Systems – Windows, Unix
* Tools – Eclipse, Microsoft Visual Studio, Android Studio, SQL Server Management Studio

**RESEARCH INTERESTS\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

* Mobile Development
* Artificial Intelligence
* Game Development