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LOUISVILLE

J.B. SPEED SCHOOL OF ENGINEERING

OBJECTIVE First Computer Science Internship

May 5 – August 15, 2025

EDUCATION Bachelor of Arts, Computer Science

Expected August 2026

J.B. Speed School of Engineering, University of Louisville, Louisville, Kentucky

GPA 3.221/4.0 Hours Completed: 63

SKILLS/COURSEWORK

Technical Skills/Relevant Coursework

Python Programming w/

Certification

• C, C++ Programming w/

Certification

• Java Programming w/

Certification

Data Structures & Algorithms

• HTML5 w/Certification & CSS3 w/ Certification

Robotics

• 3D Modeling (Fusion 360) & 3D Printing

mySQL & Databases

• Git/GitHub

WORK EXPERIENCE

Kroger

Produce Associate

May 2022 - present

Louisville, KY

Made sure our produce department is up to par with customer and health guideline expectations.

• Worked with a team to maintain department during high demand and peak periods.

• Have worked in multiple departments, specifically wherever management needed help.

• Have worked in a total of 13 of the 15 departments at Kroger.

YMCA Jul 2020 – Nov 2021

Lifeguard Louisville, KY

• Worked with a team to ensure that pools were safe.

• Regularly checked whether the pool chemical levels were safe.

ACTIVITIES/HONORS

Dean's List, University of Louisville, Dec 2023

Member, Codecademy, Nov 2023 – present Member, Leetcode, Aug 2024 – present

Member, Disability Inclusive Design Project – GE Appliances, Sep 2022 – Dec 2022 Member, Students with Futures in Technology (SWiFT) – GE Appliances, Mar 2022

• One of only four students in my entire high school to be accepted in the program.

Member, VEX Robotics Club, Aug 2018 - May 2022

Led the team through several years in VEX Robotics Competitions

APPLIED EXPERIENCE

University Led Projects:

C/C++: Developed a simple duplicate of "The Oregon Trail" using C programming.

- Integrated options for user to select a path to walk and created a dice-event function to generate random events.
- Designed several user interfaces for the main menu, traveling events, monster battles, and the storyline.

Python: Developed a simple bank account manager

- Created a user interface using tkinter, PIL, and alexit.
- Designed the program to allow interaction between the user and the bank account using several methods including withdrawing, depositing, and transferring money.
- Worked on a team of five to create the best possible scenario for bank account management.

Personal Projects:

Python: Created a robot arm with 3D printed parts, MG996r Servo motors, a Raspberry Pi Zero 2 W, and a PCA9685. Wrote the code in python with pygame and Adafruit_pca9685 modules to link it with an Xbox controller.

C++: Created a motorized helmet using Arduino and SG90 servo motors. The helmet opens its face plate with the click of a button.