

Bryan Bokino

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EDUCATION

University of Maryland, College Park
Bachelor of Science, Information Sciences

Expected May 2025

TECHNICAL SKILLS

Programming Languages: Java, C, Python, Javascript, HTML, Lua

PROJECTS AND INDUSTRY INVOLVEMENT

Introduction to Computer Systems for Computer Science College Park, MD Student Aug 2022 – Dec 2022

- Developed a C program that simulates a document management system where you can create documents, save them, and load in documents to manipulate.
- Developed a C program that simulates a calendar where you can add and remove events in several ways.

Personal Project - Ping Pong Nov 2023

- Developed a Java program that simulates a ping-pong game

Personal Project - Roblox Game August 2023 - Current

- Developing a Roblox game based on pirates with a team of people.

Dynamic Web Applications College Park, MD Student Jan 2024 - May 2024

- Developed an HTML program that consisted of a home page (users could redirect themselves to two other web pages or the contact page on this program), a game page (users could play rock, paper, scissors), and a contact page (user would put in their information and comments, submit, then be sent back to the home page). Users can access all three pages by using buttons on the top of each page.
- Developed a JavaScript website that consisted of a home page, a voting page, and an about page. Users could vote on their favorite Pokemon and see results in real-time. Utilized Supabase to make this possible (currently paused). <https://mbokeno.github.io/PokeVote/index.html>

Personal Project - 3D Portfolio August 2024

- Developed 2 JavaScript websites to host my resume. On one of the sites, I utilize Three.js to create a 3D scene that holds an Iframe to hold my second website that details my past and current projects.
<https://mbokeno.github.io/3Dportfolio/> , <https://mbokeno.github.io/2DPortfolio/>