

OBJECTIVE

To obtain a full-time internship within the field of computer science.

EDUCATION

University of Houston - Houston, TX

Pursuing a Bachelor of Science, Computer Science

Expected Graduation: 2020

Classification: Sophomore

/ First Year in Major

PROJECTS

2D Sidescrolling Shooter

| Language: Java

- Application of graphics libraries.
- Optimization of runtime for consistent play.
- Reduction of memory leaks.

Prime Number Generator

| Language: Java

- Simplification of code for fastest runtime.
- Dynamic memory allocation for large amounts of data.

Battleship

| Language: Java

- Creation of an AI.
- Creation of a user friendly GUI.

TECHNICAL SKILLS

Programming Languages: Java, C++, Lua, HTML, CSS, Javascript

Applications: Visual Studio, Netbeans, Eclipse, Gideros, Bloodshed (Dev-C++), Notepad++

WORK EXPERIENCE

Steward

| Brookwood Community; Brookshire, TX

May 2016-August 2016

- Worked with a team of individuals in a fast paced environment.
- Learned to accommodate customer needs efficiently.
- Involved in a myriad of social interactions with fellow employees and customers.

MEMBERSHIPS AND AWARDS

- Cougar Computer Science 2016-Present
- Honors College 2016-Present
- National AP Scholar 2016
- High Honors in Graduating Class 2016
- National Honor Society 2015-2016