Joshua Arega

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Education

University of South Carolina - Columbia, S.C.

May 2026

- Bachelor of Science in Computer Science (B.S.C.S)
- Minor in Data Science
- Cumulative GPA: 3.933, President's Honor List (Fall 2022), Dean's Honor List (4 semesters), Palmetto Fellows, merit-based scholarships and awards
- Relevant Coursework: Algorithmic Design, UNIX/Linux Fundamentals, Digital Logic Design, Discrete Mathematics, Computer Architecture, Software Engineering, Data Structures and Algorithms, Data Visualizations, Artificial Intelligence, Database System Design, Applied Multivariate Statistics

Skills

- Programming Languages: C++, Java, HTML/CSS/XML, SQL, R, Python, Tableau
- Soft Skills: Oral/Written Communication, Team Building, Reliability, Problem Solving
- Operating Systems: Windows XP professional, Linux, Mac OS

Internship

SC Department of Health and Environmental Control/SC Department of Environmental Services July 2022 – August 2023, June 2023 – August 2023, July 2024 – August 2024, May 2025 – August 2025 Natural Resource Technician II

- Worked as intern for the Dam Safety Division of DHEC
- Used Microsoft Suite to handle data management via Excel and Outlook
- Updated dam profiles on the department's webapp, ePermitting, with geographic and fiscal information
- Utilized ArcGIS and other ESRI resources to fill out dam profiles
- Reviewed frontend changes alongside amidst a department rebranding

Projects

NFL Combine Metrics Data Visualization Webpage

- o Used NFL Combine data from 2010-2023 to create a variety of data visualizations.
- o Utilized RStudio and the Shiny package to create a web application.
- o Incorporated interactivity into a variety of data visualization methods.
- o Managed database of thousands of players and their measurements

• SportsGrid Game

- o Designed and developed a personal SportsGrid-esque game based on the 2023-2024 NBA season.
- Utilized JavaFx for frontend purposes.
- o Created and managed a database of 550+ athlete profiles with JSON.

"DegreeWorks" Application

- o Created application to track college degree progress for undergraduate computer science students.
- Worked with JavaFx for frontend creation.
- o Utilized key Java design patterns to create application backend.
 - o Ex. Singleton, Iterator, Observer, etc.