Blaine Pavlock

Spring Tx, United States, 9362632437, blaine12781@gmail.com

LINKS	GitHub, LinkedIn	
EDUCATION		
May 2025	Associates of Science, Lone Star College System	The Woodlands TX
	 Learned about data structures and algorithms Objected-Oriented Programming fundamentals 	
May 2027	Computer Science B.S., Sam Houston State University	Huntsville TX
	 Planned transfer to Bachelors of Science in Computer Science Expected to transfer August 2025 	
EMPLOYMENT HISTO	PRY	
Jul 2021 — Jul 2024	Apprentice Carpenter, JRP Contractors	Montgomery TX
	 Led a team of carpenters to develop housing from blueprints Implemented solutions to problems that we faced Problem solving and communication 	
SKILLS AND TECHNOLOGIES	Proficient: C/C++, Python, SFML, OpenGL, Panda, Numpy	
	Experience: HTML/CSS/JS, C#, .NET, SQL, Data Structures and Algorithms	
	Knowledgeable: React, Typescript,	
PROJECTS	Thomas Was Late: C++, SFML, OpenGL Start: May 2024 - July 2024	
	 Two-player split-screen strategy game where teamwork and communication are essential Used SFML Vectors and FloatRects to create collision and other attributes Used OpenGL shaders from the GPU to create a particle affect 	
	Cook Book: C#, .NET framework, SQL Start: April 2024 - Present	
	 User-friendly GUI application designed to help users manage their ingredients and create recipes Users can input ingredients with details such as calories, cost, and weight Data is stored in a database that can be retrieved at a later date 	
	The Everything App: HTML/CSS/JS, API, Node.JS Start: July 2024 - Present	
	 Website that features every day needs Features a weather section that uses an API to fetch the data Features a news section that also uses an API and updates every hour stopwatch section that has basic functionality 	
	Stock Market Prediction: Python, Sci-kit learn framework	
	 a program that uses machine learning to predict what the stock market values will be predicts 30 days into the future, reads fairly accurate 	
HOBBIES	Gaming Coding Reading Learning Listening to music Working out	