KELVIN IHEZUE
~ Computer Science Major ~

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EDUCATION & CERTIFICATIONS

Rutgers, The State University of New Jersey, New Brunswick, NJ
Bachelor of Science in Computer Science | anticipated graduation May 2025

Raritan Valley Community College (RVCC), Branchburg, NJ
Associate of Science in Computer Science | January 2024

Current GPA: 3.52   Honors: The National Society of Leadership and Success, Dean's List.

Udemy : **Certificates of Completion: C Programming for beginners | February 2024 & Python Pro Bootcamp | September 2023**

RELATED COURSEWORK

Data Structures, Systems Programming, Foundations of Computer Science, Intro to Artificial Intelligence, Discrete Structures I & II, Computer Architecture & Assembly Language, Web Development I, Linear Algebra.

EXPERIENCE

Participant – CodePath (remote)   **February 2024 - Current**
- A technical Interview prep program with anticipated graduation April 2024
- Participating in an intense 10-week spring course on practical data structures and implementing efficient algorithms.
- Working in groups to tackle common technical interview questions in Python.
- Networking with other like-minded college students in search of internship opportunities.

RELATED INDEPENDENT PROJECTS

United States Guessing Game - January 2024   **Python || Pandas || Github**
- Built a guessing game which could also be a learning tool to master the locations and spellings of all 50 states in America.
- Used Pandas to read a csv file and store the contents read to a list.
- Displayed the map using turtle library functions and kept track of states not mentioned by the user.

Personal Website - October 2023   **HTML || CSS || Bootstrap || Netlify || Github**
- Built and styled the body of the website using HTML & CSS from scratch, compatible and responsible for all screen sizes.
- Used bootstrap for the website's theme color, logos and icons.
- Added a responsive navbar for quick navigation to the sections of the website.
- Deployed the website using Netlify and used Github to track the commit status.

Snake Game - December 2023   **Python || Github**
- Created the snake body that moves around a 600 by 600 frame using python library, Turtle.
- Developed numerous functions to control the movement of the snake and detect collision with the food or wall.
- Used numerous functions to read and write into a text file in order to store the user's highest score, even if the game resets

Rock Paper Scissors Game - November 2023   **Python || Replit || ASCII**
- Created an algorithm very similar to Rock Paper Scissor game where a user plays against a computer.
- Used a basic text to ASCII converter to create the logo.
- Keep track of the scores during the game and decide the winner.

CAMPUS INVOLVEMENT

Member of STEM & Engineering Club – RVCC   **September 2023 – Present**
- Participated in web development and STEM related projects and contributed relevant ideas to foster team engagement.

Little Scientist Night – RVCC   **November 2023**
- Introduced and entertained a group of children with my Rock Paper Scissors Game Project programmed using python.

TECHNICAL PROFICIENCIES

Programming languages: Python, MySQL, C/C++, HTML/CSS, Java.   **Software**: Visual Studio Code, Replit, PyCharm CE, Xcode.
Frameworks/Developer Tools: Github, Nelify, NetBeans IDE, Bootstrap.
Debugging & Troubleshooting: Thonny IDE.