

# Ishmael Johnson-Bey

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## EDUCATION

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**University of Delaware**, Newark, DE

Double Major: **Bachelor of Science in Computer Science** and **Bachelor of Science in Neuroscience**

Anticipated Graduation: Spring 2017

GPA: 3.2/4.0

## SKILLS

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**Languages:** C, C++, Java, C#, JavaScript, Lua, PHP

**Software/Technologies:** Unity Engine, OpenBCI

**Testing Frameworks:** FitNesse

## RELATED EXPERIENCE

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**SevOne**, Newark, DE

**Software Engineering Intern**

(June 2016 – August 2016)

- Conducted manual tests and wrote acceptance tests for software components
- Maintained C++ and PHP code
- Addressed software defects critical to release

**Microsoft**, Newark, DE

**Microsoft Student Partner**

(August 2015 – June 2016)

- Led fun, informative monthly workshops on game development and professional development
- Collaborated with Microsoft professionals
- Uphold a social media presence to connect students

**Johns Hopkins University Mind Brain Institute, Computational Neuroscience Laboratory**, Baltimore, MD

**Virtual Reality Developer / Research Intern**

(June 2015 – August 2015)

- Utilized the Unity Engine, Google Cardboard VR, C#, and Android to develop a virtual reality environment for a research project involving head movement and human observation of visual scenes
- Learned about 3D math, VR design, data collection, and research experiment design

## ATHLETICS, LEADERSHIP, & ACTIVITIES

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Resources to Insure Successful Engineers (RISE), Student Advisory Council

(September 2014 - Present)

Computer Animation and Game Design Club, President

(May 2015 – May 2016)

University of Delaware Mascot Team, Team Captain

(May 2014 – May 2016)

HopHacks (Johns Hopkins University Hackathon)

(Spring 2014)

## AWARDS & HONORS

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College of Engineering Dean's List

(Fall 2013, Spring 2014)

College of Arts & Sciences Dean's List

(Spring 2014)

Elbert C. Wisner RISE Corporate Friends Award

(2015)