Ishmael Johnson-Bey

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EDUCATION

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

Languages: C/C++, Java, C#, JavaScript (NodeJs), PHP
Software/Technologies: Unity Engine, OpenBCI
Testing Frameworks: FitNesse

RELATED EXPERIENCE

SevOne, Newark, DE
Software Engineering Intern   (June 2016 – August 2016)
- Conducted manual testing and wrote automation tests for product components
- Addressed software defects crucial to release

Microsoft, Newark, DE
Microsoft Student Partner   (August 2015 – June 2016)
- Led fun, informative monthly workshops on game, application, and professional development
- Collaborated with Microsoft professionals
- Maintained social media presence to connect students

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

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

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)