**Education**

**Cameron University** Lawton, Oklahoma

**Bachelor of Science in Computer Science**, **Bachelor of Arts in Mathematics**  (Graduation: 2026)

* **GPA:** 4.0, Presidents Honor Roll
* **Relevant Coursework:** Data Structures, Algorithm Analysis, Operating Systems, Network Programming, Calculus III, Differential Eq, Computer Architecture, Databases, Web Dev.

**Experience**

**Math Tutor for Cameron University** (Jan 2024 – present)

* Provided personalized tutoring sessions for students in Algebra, Trigonometry, and Calculus.
* Developed communication skills and the ability to effectively explain concepts in a professional, yet personalized manner.

**Projects**

**Euler’s Method Calculator** (September 2024)

* *Description*: Developed a web application using C++ and Crow to solve ODEs via Euler's Method, hosted on a Raspberry Pi. <http://eulerscalculator.ddns.net/>
* *Technologies*: C++, Crow, HTML/CSS, JavaScript.
* Built a backend with RESTful API to handle calculations.
* Implemented error handling and optimized frontend-backend communication.
* Github: <https://github.com/TBoggs05/Diff-Eq-Calculator>

“**LightStop” Mobile Game** (May 2024)

* *Description*: Developed in Unity using C#. Based on cyclone arcade game and pop the lock. Deployed on both IOS and Android. Implemented Unity Ads API, live leaderboard, and more. <https://sites.google.com/view/lightstop/home>
* *Technologies*: C#, Unity, API’s.

**Leader of 2-Day Game Jam Team** (June 7-9, 2024)

* *Description:* Led a team of 3 in a 2-day Game-Jam. Built a 2d platformer using unity and C#.

Available on Itch.io: <https://tpoggs.itch.io/tails-of-two-escape>

**Arduino Calculator** (August 2024)

* *Description:* Arduino calculator with 4x4 keypad and lcd display. Built skills with Arduino and embedded systems technology.
* Github: <https://github.com/TBoggs05/Arduino-Simple-Calculator>

**Proficiencies**

* **Languages:** C++, C#, Java, HTML, CSS, JavaScript, PHP, SQL
* **Software/Tech:** Unity, Git/GitHub, Arduino, Crow (C++), VS Code, Visual Studio