

KENNEDY GREGG

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Education

Bachelor of Science: Computer Science

Howard University

Expected in 05/2027

Washington, DC, United States

- Relevant Coursework

- Exploring Computer Science (CS 120) & Intro to Computer Science (CS 100)
- Computer Organization 1 (CS 201) & Computer Science 1 (CS 135)
- Computer Science 2 / Data Structures (CS 136) & Careers in Tech(CS 172)
- Algorithms / System Design(CS 471) & Intro to Software Engineering (CS 490)
- Google Tech Exchange Scholar
- [Fall,2024] , [Spring,2025] - Dean's List

Experience

Code Sensei

08/2022 to Current

Code Ninjas

Acworth

- Guided and instructed students from 2nd to 9th grade, teaching programming languages such as Java and C++.
- Assisted with the very first Black Belt Ninja (highest level in our program) at this location, guiding the student as they independently created their own game using Unity
- Created and led the 3D side for our first unity camp utilizing playmaker

Projects

- **Machine Learning Project(6 months)** - Developed a learning AI using Python, C++, C#, and MLAgents to complete tasks like obstacle avoidance and 2v2 soccer matches against AI opponents.
- Logged brain states every 5000ms to measure learning progress and compare performance over 1 week vs. 1 month of training.
- **HopHacks(Hack-a-Thon)** - I contributed to the creation of a web-based application called FinU, designed to help underserved individuals and communities gain financial literacy and catch up on stock market knowledge. I worked on the Python side, implementing machine learning to predict the next day's stock prices and visualizing the data using Matplotlib.
- **Bison Bytes Hackathon (2nd Place – Health Track)** - Collaborated in a team of 3 to develop Cardio Sync, a web app for real-time vitals monitoring and predictive health alerts using Django, Python, and JavaScript.
- Engineered backend logic and integrated health trend analysis to flag abnormal vitals and forecast potential health risks.
- Placed 2nd out of 15+ teams in the Health Track sponsored by Battelle.

Skills

- Python (Advanced)
- C++ (Familiar)
- JavaScript (Intermediate)
- C# (intermediate)
- Object-Oriented Programming (Advanced)
- Machine Learning (Intermediate)

Volunteer Experience

- **North Cobb Christian School**, Minecraft camp instructor, 06/01/22 - 08/01/24 (yearly) , Kennesaw, GA, Served as a teacher for students in 2nd - 8th grade by facilitating online Minecraft lessons and strategies.
- **Howard Day of Service**, Servant, J.O. Wilson Elementary School, Served by helping the J.O. Wilson Elementary School move in for the upcoming school year.