**VI TA**

Houston, TX (281) 701-6520 tavi0660@gmail.com

**SUMMARY**

Passionate programmer proficient in Java and Python and familiar with C++, and MySQL. Enjoy working in a team environment to complete projects on time.

**TECHNICAL SKILLS**

**Programming**: Java, Python, MySQL, PHP, HTML, ReactJS **Familiar** **with**: JavaScript, C++, C#, C

**IDE**: Visual Studio 2017/2019, IntelliJ IDEA, PyCharm, Unity 2D/3D, Processing3

**Software**: Visual Studio Code, Autodesk Maya, Adobe Photoshop, Krita

**Systems**: Linux, Windows, Macintosh (past)

**EDUCATION**

**University** **of** **Houston** – **Downtown**, Houston, TX

Bachelor of Science in Computer Science May 2019

**GPA**: 3.73

**Honors:** Dean’s List *(6 out 6 semesters)*

**Relevant Courses:** Data and Information Structures, Web Programming, Database Systems, Operating Systems

**RELEVANT PROJECTS**

Sole Developer, Side Projects 8/2018-present

* Developing web-scraper using Python to download images and write to computer and collect book information given keywords.
* Revamping invoice and wage manager single-page web application that uses PHP, SQL database to incorporated ReactJS and online hosting.
* Creating personal finance Android app using Java with SQLite in IntelliJ to track spending/payment history and store in SQL database, to determine user monetary trends.

Sole Developer, Research Project 8/2018-5/2019

* Research artificial intelligence in games. Focus on small AI system and player experience to optimize a strategy game. Analyze movement, patterns, etc. to incorporate into game in Processing3.

Developer (Project Member), Independent Project (Game) 7/2018-8/2018

* Collaborated with team to create 2D board game in Processing3. Concentrated on level development, and debugging. Designed game sprites and interface controls in Aesprite and Microsoft PowerPoint.