Floyd Iglehart

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Education

University of Houston - College of Natural Sciences and Mathematics

B.S. in Computer Science, Graduated Cum Laude - Fall 2024

- GPA: 3.53 | Dean's List: 4 Semesters
- NCAA Division I Track & Field Athlete - (Fall 2021 - Spring 2023)

Skills

Languages

- Swift, SwiftUI, Python, C++, C#, HTML, CSS, JavaScript

Specialties

- Front-end development, UI/UX design, cross-platform app development

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Projects

Expense Tracker (iOS App, Published)

- Designed and developed an iOS finance-tracking app tailored for service workers to track income, expenses, and budgeting.
- Implemented clean, intuitive UI/UX in SwiftUI, with features for expense categorization, instant financial summaries.
- Deployed to the Apple App Store, handling the full lifecycle from development to release.

Slay the Spire Assistant (Discord Bot)

- Built a Discord bot using Python to assist players with real-time deck-building strategies for the indie game Slay the Spire.
- Integrated Discord API for chat commands, automated responses, and data-driven gameplay advice.

Swamps to Skies – Frog Force (Student Game Project)

- Co-produced and co-led an 8-member development team for a semester-long Unity game project.
- Designed and integrated audio systems for immersive gameplay, including creation of an original soundtrack.
- Collaborated with developers and artists using Agile workflows and Git for version control.