| **PROFESSIONAL SUMMARY** | | | | | |
| --- | --- | --- | --- | --- | --- |
| Current student working toward Computer Science (Bachelor's in Science) in Computer Science and seeking opportunity to begin a career. Identifies and quickly closes any knowledge gaps to offer value to employer and team. Willing to take on any task to support the team and help business succeed. Offers strong Java abilities and is interested in Selenium. | | | | | |
| **SKILLS** | | | | | |
| * 6 years coding in Java * 6 years coding in Javascript * 3 years coding in C# | | * Proficient in Microsoft word, excel, PowerPoint * Technical troubleshooting | | * Team collaboration * Computer literacy * Strong communication | |
| **EXPERIENCE** | | | | | |
| Games Operator  Six Flags | | | | | |
| **EDUCATION** | | | | | |
| High School Diploma  East Brunswick High School  GPA Score: 3.8  Computer Science (B.S.) Degree  Rutgers New Brunswick  Status: Sophomore Undergraduate  SAT  Score: 1450 | | | | | |
| **LEADERSHIP EXPERIENCE** | | | | | |
| * Boy Scouts of America, leadership training * Boy Scout Senior Patrol Leader, 4 years on and off * Elijah’s Promise Food Pantry volunteering * Various other volunteering services | | | | | |
| **PROJECTS** | | | | | |
| **Project Name** | | | **Project Link** | | |
| **chckn.vercel.app**  WIP portfolio website on Next.js | | | https://chckn.vercel.app | | |
| **Trimps**  Natural Selection mirrored using a custom made neural network., | | | https://github.com/TheChickenKnight/Trimps | | |
| **2048-ai**  An AI that learns how to play 2048. | | | https://github.com/TheChickenKnight/2048 | | |
| **Toastbot**  An all-purpose discord bot | | | https://top.gg/bot/873255148338688060 | | |
| **Tacobot**  Economy system inside of a chat bot | | | https://github.com/TheChickenKnight/TacoBot | | |
| **Game Jam** (Space Force) - Made in 4 days using unity for the first time | | | https://keymagic.itch.io/task-force | | |
| **Hackathon** (8 hours straight competition)  Soothing soundboard website | | | https://github.com/TheChickenKnight/HACKMCA-FR-FR | | |
| **Game Jam** (Samurai Game) - Made in 8 days in unity, includes inverse kinematics and other algorithms | | | https://keymagic.itch.io/bullet-samauri, | | |
| **Mineflayer**  Minecraft bot to actively beat the game | | | https://github.com/TheChickenKnight/mineflayer | | |
| **Diep.io**  A more accurate locomotion type like the machine learning in Trimps. | | | https://github.com/TheChickenKnight/diep.io  https://chckn.vercel.app/projects/twingles | | |
| **Minesweeper-ai**  A minesweeper ai to learn to play the game with an already working simulation., | | | https://github.com/TheChickenKnight/minesweeper-ai | | |
| **LANGUAGES** | | | | | |
| **English**  Fluent | | **German**  Intermediate | | **Gujarati**  Conversational | |