

# William Jijon

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## EDUCATION

### Farmingdale State College

Dec. 2026

*Bachelor of Science in Computer Science, Minor in Business Management (GPA: 3.94/4.0)*

*Farmingdale, NY*

Relevant Coursework: Object-Oriented Programming, Computer Architecture, Discrete Mathematics, Data Structures & Algorithms, Database Management

## TECHNICAL SKILLS

**Languages:** Java, Python, JavaScript, HTML, CSS, SQL

**Technologies/Developer Tools:** Git, VS Code, IntelliJ IDEA

## EXPERIENCE

### Tech Developer First Year Academy Student

Jan. 2024 – Apr. 2024

*SEO Tech Developer Program*

*Remote*

- Completed a four-month program focusing on Python fundamentals. Demonstrated proficiency in Python syntax, data types, and data structures. Engaged in approximately 5 hours of asynchronous learning each week, showcasing commitment and self-discipline
- Acquired knowledge in advanced object-oriented programming concepts. Demonstrated deep understanding of algorithms and their implementation for problem-solving
- Collaborated with peers and instructors to deepen understanding and exchange insights, demonstrating dedication to continuous learning and professional growth and actively contributing to a dynamic learning environment within the program

## LEADERSHIP & PROFESSIONAL DEVELOPMENT

### SEO EDGE Participant

Jun. 2024 – Present

*SEO Career*

*New York, NY*

- Receive coaching and online instruction to achieve targeted interview, technical, and professional developmental goals
- Learn business fundamentals to compete successfully for internship opportunities
- Complete industry-specific training focused on developing technical skills, institutional knowledge, and attention to detail

## PROJECTS

### Fisherman Game | Python, Pygame

Apr. 2024

- Developed a **2-dimensional fishing game** using **Python** and the **Pygame library**, implementing features such as **player movement**, **object spawning**, and **collision detection** to create an engaging experience
- Utilized **object-oriented programming** to organize game elements into modular components, facilitating efficient development, maintenance, and potential future project expansion
- Collaborated closely with a team member to integrate their expertise in **sprite animation**, optimizing communication and effectively coordinating efforts to ensure seamless integration of graphical assets

### 24 Card Game | Java, JavaFX

February 2025

- Engineered an interactive **math-based card game** using **Java** and **JavaFX**, enabling users to solve arithmetic challenges with randomly drawn cards to reach a target value of 24.
- Integrated the **OpenAI API** to provide intelligent **hints**, enhancing user engagement by suggesting possible operations or number pairings.
- Implemented a structured **MVC design pattern** to separate game logic from UI components, ensuring maintainability and scalability for future enhancements.