

Brian Loewe

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Visit my portfolio website:

Objective

Seeking a computer science internship or part-time position

Education

CALIFORNIA STATE UNIVERSITY, FULLERTON

- Bachelor of Science, Computer Science
- August 2019 – Present, Graduating May 2023

RELATED COURSEWORK

- Software Programming
- File Structure and Database
- Computer Organization and Assembly Language
- Operating Systems Concepts
- Data Structures
- Algorithm Engineering
- Artificial Intelligence
- Game Design

Technical Skills

- Programming: C++, C, Python, Linux, React JS
- Software & Tools: Unity, Git, Ableton

Projects

2D Platforming Game – Created 2D game using Unity; designed levels, characters, and music

Website Database – Created website using PHP for a mock shipping company; designed database using SQL that allowed user input and stored necessary information and relationships

Tic Tac Toe AI – Created Tic Tac Toe game program; implemented AI that could never lose

Portfolio Website – Created a website using React JS and Tailwind CSS to display my work

Work Experience

Target (August 2020 – August 2022) Cashier/Customer Service - Assist customers with transactions, returns, online orders, questions; perform closing duties; restock shelves

Racquet Club of Irvine (June 2019 – August 2019) Junior Tennis Coordinator – Monitored young tennis students during breaks; provided activities

Rancho Canyon Music (May 2018 – January 2019) Cashier/Customer Service – Managed front desk; assisted customers with transactions, rentals, lesson sign-ups; took phone calls; cleaned store

Awards/Activities

- Trabuco Hills Varsity Tennis Team (3 Years)
- California Scholarship Federation Member
- CSUF Dean's Honor List
- Coach's Award for Sportsmanship
- AP Scholar with Honors
- CSUF Esports Player