

Brian Loewe

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🌐 <https://bloewe21.github.io/Portfolio-Website/>

TECHNICAL SKILLS

Languages | Backend: Python, C++, C#, Java, SQL | **Frontend:** HTML, CSS, JavaScript, React

OS and Software | Windows, Linux, GitHub, Microsoft Office, Firebase, Unity, Unreal

Other | pandas, scikit-learn, Ableton, Aseprite

PROJECTS

Discord Clone

- Created a Discord-like website that allows users to create servers and chat online
- Implemented Firebase for database management and Redux for the UI and UX

Swiftshot

- Unity project created as a solo developer over 3 months
- Used C#, OOP concepts, and Unity's interface to program a 2D platformer with physics

Connect Four AI

- Developed a machine learning algorithm to predict the results of a Connect Four game based on game state and piece positions
- Used pandas and scikit-learn to generate KNN, SVM, and Naive Bayes models, achieving 77% accuracy

Portfolio Website

- Made using HTML, Tailwind CSS, and React JS to organize and display my work

WORK EXPERIENCE

Coding / STEM Instructor - Code Ninjas

Jan 2024 - Present

- Assist and instruct young students on game-making coding-courses using JavaScript and Unity

Cashier / Customer Service - Target

Aug 2020 - Jun 2024

- Help customers with transactions, returns, online orders, and other merchandise

EDUCATION

Bachelor of Science, Computer Science

Aug 2019 - May 2023

California State University, Fullerton (CSUF)

Graduated Magna Cum Laude (GPA 3.8)

COURSEWORK

Game Design

Data Structures

Computer System Architecture

Artificial Intelligence

Algorithm Engineering

File Structure and Database

Introduction to Machine Learning

Operating Systems Concepts

Software Design

ADDITIONAL INFORMATION

Awards/Activities

California Scholarship Federation Member

AP Scholar with Honors

CSUF Dean's Honor List (2019-2023)

CSUF - Graduated Magna Cum Laude (GPA 3.8)

Certifications

Java Programming and Software Engineering Fundamentals

AWS Fundamentals Specialization (In Progress)