





# Calvin Hughes

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## EDUCATION

**University of Maryland - College Park, MD**

May 2025

*Bachelor of Science in Computer Science*

### Relevant Coursework:

Object-Oriented Programming, Computer Systems, Algorithms, Discrete Math, Organization of Programming Languages

## SKILLS

**Languages:** C/C++, Java, Python, x86 Assembly, LaTeX

**Tools:** Git/GitHub, Unix Shell, VS Code, GCC Compiler

**Extra:** Fluent in American Sign Language

## PROJECTS

**AI-Controlled Rocket League Interface** | *VS Code, Python, OpenCV*

April 2023

- Designed real-time tracking system using OpenCV, Python that processes images and keyboard inputs to systematically respond in the game
- Utilized OpenCV for real-time video capture and image processing to identify and track positions of the car and ball in the game environment
- Employed automation techniques to issue keyboard inputs, aligning the car to face the ball, enhancing gameplay
- Conducted testing to fine-tune directional algorithms and validate the system's performance and accuracy, concluded with a successful test run beating a human in game
- Github Link: <https://github.com/calvinhughess/AIControlledRocketLeagueInterface>

**Custom Unix Shell** | *C Programming, VS Code, Unix Shell*

July 2023

- Developed a custom Unix shell with features including command parsing, piping, subshells, and built-in commands
- Enabled piping and I/O redirection functionalities to allow for more complex command execution
- Allowed for the execution of subshells to run commands in isolated environments, thereby enhancing the shell's multitasking capabilities

**Dynamic Calendar Management System** | *C Programming, VS Code, GCC Compiler*

July 2023

- Constructed a dynamic calendar system capable of adding, storing, and managing events
- Dynamically allocated and managed memory for each event added to the calendar, freeing up resources when events were deleted
- Utilized pointers for calendar and event data structures, requiring a deep understanding of pointer arithmetic, dereferencing, and memory access

## EXPERIENCE

**YouTube Channel Creator & Manager** | *Self-Employed, Rocket League Content*

Feb. 2021 – Present

- Successfully built and managed an online community, amassing over 110,000 YouTube subscribers and 80,000 followers on TikTok
- Scripted, recorded, edited, and published over 200 pieces of original content focusing on Rocket League gameplay, strategies, and tutorials
- Utilized various software for video editing, graphics, and sound (e.g. Adobe Premiere Pro, Photoshop), and employed basic scripting to automate repetitive tasks

**President of Social Relations** | *Sigma Phi Delta Engineering Fraternity*

Dec. 2022 – Present

- Spearheaded the planning, coordination, and execution of various networking events and social gatherings, engaging both fraternity members and the broader University of Maryland community
- Led a team of 12 committee members to delegate responsibilities effectively, demonstrating leadership and management skills.
- Served on the fraternity's executive board, participating in strategic decision-making, governance, and long-term planning for the organization