





# 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, Database Design, Algorithms, Discrete Math, Programming Languages

## SKILLS

**Languages:** C/C++, Java, Python, x86 Assembly, OCaml, HTML, CSS, JavaScript, SQL, LaTeX, Flutter

**Frameworks/Tools:** React, React Native, Node.js, AWS (Amplify, Cognito, AppSync), Git/GitHub, PostgreSQL, OpenCV, Material-UI, TypeScript

**Other:** RESTful APIs, Agile Methodologies, Project Management, Fluent in ASL

## EXPERIENCE

**Fullstack Developer** | *Modern Mindset Development LLC*

Sept 2024 - Present

- Developed and maintained web and mobile applications for clients, including healthcare inspection, project management, and traffic control apps using React.js, TypeScript, Material-UI, and Flutter
- Integrated AWS services (Amplify, Cognito, AppSync) for scalable backend solutions and secure data management
- Implemented interactive features like Google Maps API integration and complex form handling with Formik and Yup
- Collaborated in an Agile environment, conducting code reviews, optimizing database queries, and ensuring application security
- Resolved TypeScript and AWS Amplify integration challenges, enhancing code quality and performance

**Cofounder, Fullstack Developer** | *Astro Health*

May 2024 - Nov. 2024

- Led development of a mental health and wellness app featuring habit tracking, challenges, micro goals, marketplace, and chatbot integration using React Native and AWS/PostgreSQL
- Managed a team of 2 fullstack developers, overseeing backend and frontend development to ensure cohesive project progress
- Co-authored research papers on the app's Deep Neural Network (DNN) model for detecting pre-anxiety, depression, and other mental health conditions using real-time user data, submitted to IAAI and APA conferences
- Led fundraising efforts, participating in a \$3M Seed raise to scale the platform's impact

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

Feb. 2021 – Aug. 2024

- Built and managed an online community with 120,000 YouTube subscribers and 80,000 TikTok followers
- Scripted, recorded, edited, and published over 200 pieces of original content focusing on Rocket League gameplay, strategies, and tutorials
- Utilized software like Adobe Premiere Pro and Photoshop, and employed basic scripting to automate repetitive tasks

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

Dec. 2022 – May 2024

- Planned and executed networking events and social gatherings, enhancing community engagement at the University of Maryland
- Led a team of 12 committee members, improving event planning and execution efficiency through effective delegation
- Contributed to strategic decision-making and long-term planning as part of the fraternity's executive board

## PROJECTS

**MealDeals App** | *Flutter, Google API, OpenAI API, Firestore*

Dec. 2024 - Present

- Developed a Flutter-based full-stack application that scans promotional emails to extract food deals, leveraging Google APIs and OpenAI's GPT-4 for natural language processing
- Built sign-in and backend capabilities using AWS tools and designed a user-friendly frontend layout
- Engineered an efficient parser to handle different email formats and structured the data into a JSON database
- Improved user experience with top deal displays, restaurant preferences, and custom notifications
- Github Link: <https://github.com/calvinhughess/MealDeals>

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

April 2023

- Designed a real-time tracking system using OpenCV and Python that processes images and keyboard inputs to systematically respond in the game
- Utilized OpenCV for real-time video capture and image processing to track car and ball positions in the game
- 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, concluding with a successful test run beating a human in game
- Github Link: <https://github.com/calvinhughess/AIControlledRocketLeagueInterface>