Charles (Chuck) Milton

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EDUCATION

California State University, Long Beach | Long Beach, CA

Major: Computer Science | B.S. Computer Science

GPA: 3.45/4.0 Projected Graduation: May 2026

Relevant Coursework: Introduction to Computer Science-Java, Data Structures, Digital Logic and Assembly Programming, Object Oriented Application Development, Discrete Structures with Computing Applications, Computer Architecture and Organization

TECHNICAL SKILLS

Programming Languages: Python, Java, JavaScript, C++, C#, HTML, CSS

Frameworks/Libraries: Beautiful Soup, NumPy, Bootstrap, jQuery, Tailwind, React, Next.js, Node.js, Express.js, EJS, Flask

Operating Systems: Windows XP/Vista/7/8/10 and Mac OS X

PROJECTS

Lingo AI | Hackathon AI Project

June 2024

- Developed an AI-powered language trainer to help non-native English speakers improve their language skills using **Hume AI** for emotion analysis and **OpenAI API**s for real-time feedback on grammar and pronunciation.
- Implemented a robust tech stack including **Next.js** for server-rendered **React**, **Flask** for backend services, **Tailwind CSS** for styling, and **Firebase** for backend services, ensuring a seamless and responsive user experience.

Automatic Schedule Generator | Personal Project

October 2023

- Implemented **BeautifulSoup** for data extraction from CSULB's course catalog webpage. Utilized **Python's SQLite** to create a structured database housing course details.
- Empowered users to generate conflict-free course schedules in the terminal, offering detailed insights into course types, schedules, locations, and instructors.

Tech News Blog | Personal Project

August 2024

- Developed a blog application to serve the CSULB community, using Node.js, Express.js, EJS, and CSS for styling.
- Implemented features allowing users to create, edit, and delete posts with password protection and explore categorized content by subjects.

EXPERIENCE

Virtual Reality Operations Club (VROC)

September 2023

Role: Project Leader

• Regularly attended VROC meetings and events, actively engaging with club members to learn and discuss virtual reality and augmented reality technologies. Also have been involved in working with the latest technologies in the VR/AR industry and currently leading VR/AR projects.