

CURTIS OLIVER

Summary of Experience

A self-motivated college Junior pursuing a Bachelor of Science Degree in Computer Science. Looking to use my experience and enthusiasm for computer programming and applied mathematics to positively impact a software development team.

Education

- Pursuing B.S. Computer Science, Towson University, Towson, MD – 21252
 - Will graduate 06/2025
 - Current cumulative GPA of 3.6
- Century High School, Sykesville MD - 21784

Skills

- **Languages**
Java, C++, Python, Html, Marie, Scratch
- **Development Tools**
Eclipse
- **Operating Systems**
Windows, Linux

Experience

08/2021 – Present

Towson University

Student

- Computer Science
 - **Data Structures and Algorithm Analysis [A currently]**
Experience in evaluating the complexity of different common algorithms. Learning the fundamentals of designing algorithms. Will be using Python for several projects to implement and test various algorithms. Currently working on the “Knapsack” problem where you can fit the most resources into a limited resource space.
 - **Introduction to Cybersecurity [A currently]**
An introduction to the basics of cybersecurity concepts. Gives insight into how a cyber attacker plans an attack, carries out an attack and possible victim responses. Exposed to data, system, network and personal security best practices.
 - **Principles of Computer Organization [A-]**
An introduction to computer architecture and assembly language. Used Marie assembly language to do simple math operations on data. Also got experience storing, retrieving displaying data using Marie.
 - **Introduction to Computer Science 2 [A]**
Built upon the first introduction class, with an emphasis on object-oriented design principles. Learned more advanced features of Eclipse. Partnered with different classmates on several projects. One project called for the creation of a Java Class that would implement a matrix calculator. Researched how the calculator worked and determined the requirements. Implemented the code, reviewed my partner’s code, and

then integrated the different pieces together. Tested and verified the application was working as expected. Also developed a client that would call the class.

- **Introduction to Computer Science 1 [B+]**
Learned how to break up a problem into manageable pieces and create an algorithm to solve it. Learned the basic programming structures that could be used to implement the solution. Got introduced to the Eclipse Integrated Development Environment and Java.
- **Mathematics**
 - **Introduction to Cryptography [A currently]**
 - **Discrete Mathematics [A]**
 - **Introduction to Statistical Methods [B]**
 - **Calculus 2 [A-]**
 - **Calculus 1 [A]**

09/2017 – 06/2021

Century High School

Student

- Took all three available computer science classes.
 - Included the Advanced Placement classes Computer Science and Computer Science Principles.
- Learned the basics of computer science.
- Created simple interactive HTML webpages.
- Used Scratch to design and implement a simple game, that spanned multiple screens. As the player moved from screen to screen, new data was loaded, creating a new environment to explore.

09/2017 – 06/2020

Century High School

Member of the Robotics Club

- Primary focus was programming the robot for both predetermined (automatic) and controller (manual) based movement using C++.
- Provided input to the team for the design and aided in the construction of the robot.

06/2017 – 06-2020

The Boy Scouts of America

Boy Scout Troop Scribe

- Responsible for attending troop leader meetings, recording decisions made, being able to provide those records when required.

04/2013 – 06-2020

The Boy Scouts of America

Boy Scout

- Obtained the second highest rank of Life Scout, indicating actively serving the troop in a position of responsibility for at least six months, completion of at least 11 merit badges, and passing a Scoutmaster conference and board of review.
 - Obtained 26 merit badges, including the Programming and the Cybersecurity merit badges.
- Acted as a mentor for new and younger scouts.