Cory Gray

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Profile:

Recent graduate with B.S. degree in Computer Science and strong educational background in programming, mathematics, and algorithm design. Highly proficient in C++ and object-oriented development, with excellent interpersonal abilities and a background in exercising professional communication skills, both written and oral. Seeking involvement in software development with a company that empowers both its employees and its consumers to change the world.

Technical Summary:

Languages: C, C++, C#, Java, Python

Environments: Microsoft Visual Studio, Eclipse, Unix

Focuses: Object-Oriented Design, Artificial Intelligence, Applied Mathematics

Education:

University of Kentucky

B.S. in Computer Science Minor in Mathematics

GPA: 3.94, Summa Cum Laude, University of Kentucky Honors Program

Relevant Coursework:

Discrete Mathematics
Matrix Algebra
Graphics and Multimedia

Game TheoryArtificial IntelligenceOperating Systems

Projects and Experiences:

University of Kentucky Senior Capstone

Jan 2016 - May 2016

Lexington, KY

May 2016

- Managed a team of three students to create a web application for Lexmark International, Inc.
- Used big data analysis and machine learning techniques with Java and R to predict customer activity at a Lexmark campus cafe.
- Regularly communicated with the client to provide updates, establish program specifications, and deliver external documentation.

Resident Advisor, University of Kentucky

Aug 2014 – May 2016

- Engaged a diverse community of residents with domestic and international backgrounds.
- Coordinated with community partners to orchestrate and facilitate in-hall programs.
- Regularly documented resident status, program results, and policy violations.

Honors Education Abroad in Paris, France

Jul 2015

- Studied and documented arts, culture, and history in Paris, France.
- Maintained journal on experiences and delivered oral presentation and research paper to instructors at the conclusion of the experience.
- Exercised a limited working proficiency in French to navigate and communicate with local residents and employees.

Spacehack, Semester Project

Fall 2013

- Developed a space-themed roguelike game using C++ and XML.
- Awarded the highest score of the class for quality and polish.

Honors and Awards:

University of Kentucky Patterson Scholarship	2012-2016
National Merit Scholarship Award	2012
Kentucky Governor's Scholar	2011