

Cooper Harris

Tucson, AZ | cwharris365@gmail.com | <https://www.linkedin.com/in/cooper-harris77> | <https://cooper-harris.site>

EDUCATION

University of Arizona

Expected graduation May 2024

Bachelor of Arts in Computer Science and Information Science Technology & the Arts

GPA 3.45, Dean's List & Dean's List with Distinction for 3 Semesters

Relevant Courses:

- Web Programming
- Object-oriented programming
- Web Design/Development
- Cloud Computing
- Systems Programming and Unix
- Analysis of Discrete Structures
- Software Engineering
- Computer Architecture
- Computer Networking

SKILLS

Skills: Web Development, Frontend, Backend, JSON, Data Structures & Algorithms, Agile, Scrum

Languages: JavaScript, Python, HTML/CSS, Java, iOS/Swift, C/C++, SQL

Frameworks: React.js, Express.js, REST API, JavaFX, JUnit, SwiftUI, Unity, React Native

Tools: Node.js, MongoDB, Visual Studio Code, Eclipse, Linux, Bash, Git, Visual Studio

CERTIFICATIONS

Meta iOS Developer Certification | Swift, SwiftUI, Git, UI/UX Design

- Completed courses: Intro to iOS Mobile Application Development, Version Control, Programming Fundamentals in Swift, Principles of UI/UX Design, Advanced Programming in Swift, Mobile Development and JavaScript, React Basics

WORK EXPERIENCE

University of Arizona Housing and Residential Life

Tucson, Arizona

Student Technology

June 2022 - Present

- Provide tech support for Housing and Residential Life staff by troubleshooting physical and software issues
- Work with management for a department wide transition to zoom phones, installing and configuring handsets for 100+ employees
- Develop and maintain documentation for Help Desk processes on the department website

PROJECTS

cyberTRIP | Python, Flask, RESTful APIs, HTML, CSS | <https://github.com/cwharris77/cyberTRIP>

- Developed a web-based tool designed to simplify how cybersecurity incidents are tracked, managed, and prioritized in real-time
- Applied Flask framework and external APIs to provide users with an integrated solution for responding to threats
- Adopted the Scrum methodology and software engineering best practices for project management and development process

Sudoku | Java, JavaFX | <https://github.com/cwharris77/CSC-335/tree/main/team-project-segfault>

- Worked as part of an agile team to create a Sudoku game with different board sizes, animations, and sounds
- Utilized JavaFX and object-oriented design principles to present a sudoku game to users with a dynamic user interface allowing them to change settings in-game

3D Scene Creator | C | <https://github.com/cwharris77/CSC-352/tree/main/pa9>

- Defined functions for creating and manipulating 3D scenes and exporting them to STL files in ASCII or binary format
- Users can add various 3D shapes to the scene, including rectangular prisms, pyramids, spheres, and fractals to create 3D objects

ACHIEVEMENTS & EXTRACURRICULARS

Society of Hispanic Professional Engineers Member

August 2023 - Present

Academic Year Academic Distinction

May 2023