

Cooper Harris

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EDUCATION

University of Arizona

August 2020 - May 2024

Bachelor's, Computer Science and Information Science Technology and the Arts

GPA: 3.45

Relevant Courses: Web Programming, Web Design/Development, Cloud Computing, Software Engineering, Human Computer Interaction, Object-oriented programming, Systems Programming and Unix, Dealing with Data, Analysis of Discrete Structures, 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

- In progress certification
- 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 Assistant

June 2022 - Present

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

PROJECTS

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

- Web-based tool designed to simplify how cybersecurity incidents are tracked, managed, and prioritized in real-time
- Utilized Flask framework and external APIs to provide users with an integrated solution for responding to threats
- Used 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
- Used 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

SHPE Member

August 2023 - Present

Dean's List

December 2023

Dean's List with Distinction

May 2023

Academic Year Academic Distinction

May 2023