

# John Cox

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## EDUCATION

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### College of Natural Science & Mathematics, University of Houston

Houston, TX

*B.S in Computer Science, Minor in Mathematics*

*Aug. 2022 – Exp. December 2024*

Relevant Courses: Operating Systems, Databases

### Houston Community College

Houston, TX

*A.S in Computer Science*

*Aug. 2019 – May 2022*

Relevant Courses: Programming and Data Structures, Computer Organization and Architecture

Dean's List: *Fall 2019 - Spring 2020*

## TECHNICAL SKILLS

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**Languages:** Python, JavaScript, TypeScript, HTML/CSS, C++, Java

**Frameworks:** Sequelize ORM, React.js, Next.js, Node.js

**Developer Tools:** Git, VSCode, PyCharm, IntelliJ, Google Cloud Platform Compute Engine, Windows Subsystem Linux

## LEADERSHIP

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### CougarCS | Web Dev Committee & Director of Socials

August 2022 - Present

- Reworked pages of the CougarCS's website from JavaScript (React.js) to TypeScript (Next.js).
- Synchronized with web dev team leads to develop and improve in areas with various projects.
- Produce professional and sociable events for the largest CS organization at the University of Houston.
- Manufacture and organize events with the activities team in the organization.

### Code[Coogs] | Team Lead

August 2022 - December 2022

- Lead a growing team of 15 members to produce a Unity based game.
- Coordinated with 2 team leads to stay organized and have clear objectives
- Constructed in-person and virtual meeting to coordinate efficiently.

## PROJECTS

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### Portfolio Website | *TypeScript, CSS, Next, Figma*

February 2023 - Present

- Created mock ups of the entirety portfolio website within Figma.
- Acknowledged layouts to be compatible for responsive dimensions.
- Wireframed design with an easily accessible, intuitive, and user-friendly layout.

### Hekima RPG Discord Bot | *JavaScript, Sequelize ORM, Google Cloud Platform*

August 2022 – January 2023

- Pioneered and developed a text-based game for Discord members using Discord's API.
- Integrated a node package similar to html5 canvas to auto-update images for users.
- Managed member's information using Sequelize ORM to store critical game information.
- Connected and hosted through Google Cloud Platform Engine to maintain the bots up-time.

### Alone [2D Game] | *Python, Pygame*

June 2022 – July 2022

- Devised and created a wave-based game using the Pygame module.
- Applied usages of sprites to create animated imagery within the project.
- Performed trigonometric function to calculate various angles for the game mechanics.

### Recent Login | *Python, Open-CV, Window's Event Scheduler*

March 2021

- Designed and created a login security system that would take a photo of the person accessing a person laptop.
- Utilized OS, datetime, & opencv-python modules to capture the image, store, & date the image.
- Implemented the program manually within Window's Event Scheduler to execute upon logging into the laptop.

### AutoFarm | *Java, Spigot API*

April 2019 – June 2019

- Developed a Minecraft plugin using the Spigot API to allow ease of life for players.
- Interacted with a concurrent 50 players that provided execution for the plugin.
- Communicated with server administrators to receive feedback and suggestions for the project.