

# Devin Bowler

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[LinkedIn](#) | [GitHub](#) | [Website](#)

## EDUCATION

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### Bachelors of Science in Computer Science

August 2023 - May 2025

*University of Massachusetts Amherst, Amherst, Massachusetts*

### Associate of Science in Computer Science

January 2022 - December 2023

*Mount Wachusett Community College, Gardner, Massachusetts*

**Cumulative GPA: 3.52**

## TECHNICAL SUMMARY

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Proficient in Python, Java, & HTML, Experience in, C++, JavaScript (React), C# (Unity), and SQL

## EXPERIENCE

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### Computer Science Tutor

Academic Success Center at Mount Wachusett

August 2022 - Present

- Worked with different types (different majors and paths) of students where I had to adapt my understanding to aid in non-familiar CS topics & learned new material to help in areas I am not proficient in, ex. data visualizations
- Created an in-person, remote, asynchronous environment for students to understand advanced course materials anywhere, at their own pace.

## SOFTWARE PROJECTS

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### *Web Development*

#### Quantumix | Schedule & Task Manager

Personal Project

March 2023 - Present

- Used the MERN (MongoDB, Express, React, Node) stack to develop a task and schedule handling application for users to track their lives and share them.
- Designed a user-friendly interface that allows users to easily create, view, and manage their schedules, routines, and tasks, with features such as routine sharing, and communitive scheduling.

### *Machine Learning*

#### Animal Recognition Model

Personal Project

May 2022

- Using a premade dataset Animals10, trained a neural network on animal pictures to accurately predict and label unlabeled animal pictures at an accuracy of 82%.
- Developed skills in processing and filtering datasets, while using 2D convolutions and pooling to train the model and set weights.

### *Machine Learning*

#### Reinforcement Autonomous Driving in Python

Personal Project

October 2022

- Developed an autonomous driving race simulation that utilizes a convolutional neural network to teach the car how to complete the track by reinforcement learning.
- Implemented the GUI using Pygame, where we visualize every new generation of the model until the car has completed the track.