

## **Johnathon Nelson**

### **Contact Information:**

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**GitHub:** <https://github.com/firgejohn>

### **Summary:**

Motivated Computer Science student at CSUF with experience in software development, algorithm optimization, and data analysis. Proficient in Python, C++, SQL, and R, with a strong passion for creating efficient and user-focused solutions.

### **Education:**

California State University, Fullerton (CSUF)

Bachelor of Science in Computer Science

Expected Graduation: May 2025

### **Technical Skills:**

- **Programming Languages:** Python, C++, R, SQL
- **Web Development:** React, HTML, CSS, JavaScript
- **Database Management:** MySQL
- **Tools and Platforms:** Git, GitHub, Visual Studio Code, Roblox Studio
- **Other:** Data Analysis, Algorithm Design, Game Development

### **Projects:**

#### **1. Checkers Coach**

- Developed a tool using alpha beta pruning that will recommend the best moves to a player in a checkers match.
- Technologies: Python
- <https://github.com/firgejohn/Checkers>

#### **2. UP Roblox Game**

- Designed a series of mazes and quizzes to help students learn about the Unified Process in software engineering.
- Technologies: Roblox Studio
- <https://www.roblox.com/games/113007384688560/Unified-Process-UP-Introduction>

#### **3. \*\*Additional Projects\*\***

- Please visit my GitHub: <https://github.com/firgejohn>