

Justis Nazirbage

Computer Science Student – Junior Year

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Education

Florida Polytechnic University (August 2023 – Present)

Expected Graduation: Spring 2025

Pursuing: Bachelor of Science in Computer Science

GPA: 3.63

Concentration: Software Engineering

Relevant Coursework: Programming Languages, Secure Software Engineering, Software Requirements Engineering, Discrete Mathematics, Computational Linear Algebra

University of Central Florida (August 2020 – May 2023)

Pursuing: Bachelor of Science in Computer Science

GPA: 3.55

Relevant Coursework: Computer Science I, Computer Science II, Algorithms for Machine Learning, Object-Oriented Programming, Data Management Technology, Security in Computing, Systems Software, Web Based Information Technology, Computer Logic and Organization, Probability and Statistics for Engineers, Ordinary Differential Equations I, Physics using Calculus II

Skills

Languages: Python, Java, C, SQL, Kotlin, HTML, CSS

Technologies: GitHub, Git, Asana, AWS, MS Excel, MS Word, MS PowerPoint

Attributes: Team Player, Quick Learner, Self-Motivated, Dedicated, Problem Solver

Projects

Run Like Hell (Fall 2022)

Produced a dynamic programming solution in Java from a given recursive solution to solve the problem: Given an array of values, find the maximum sum of values, such that if a value is added, the next value cannot be added.

CIFAR10 Neural Network (Spring 2023)

Made and trained a neural network model on the CIFAR10 image data set using the “torch” Python library.

Game Jam (Fall 2023)

Worked under a 72-hour time constraint collaborating with a partner on GitHub to create a Python-based text game about attending university for one semester, in hopes of landing an internship, using a point-based attribute system.

SPIDAM Platform (Fall 2023)

Created a Scientific Python Interactive Data Acoustic Modeling Platform to analyze and clean imported audio to aid in scientific computations using the “pydub”, “tkinter”, “numpy”, and “matplotlib” Python libraries. Collaborated with two others as a team using Asana and GitHub. Assisted with the GUI and modified the structure of two key files to implement an object-oriented structure.

QR-Code Generator and Scanner (Spring 2024)

Developed a Kotlin-based Android app with an admin side and user side, where the admin can generate a QR-code based on a description, and the user can scan the QR-code to view the description. Used Jetpack Compose to develop the user interface. Utilized Github for version control and organization.

Work Experience

Remotasks AI Trainer – Coding Team (Spring 2024)

Worked as part of Remotasks’s coding team, completing coding tasks for the Bulba project. Assisted in training AI chatbots by reviewing, assessing, and comparing their responses to prompts. Wrote and rewrote coding solutions to problems with justification and documentation for each.

Amazon Air Associate – Warehouse (Summer 2024 – Present)

Worked in Amazon Air’s Dock Department, following many standards regarding safety and productivity.

City of Winter Haven Volunteer – Computer Science (Summer 2024 – Present)

Currently training to gain certifications in Python and A.I. to eventually contribute to the city’s projects.