# GARRETT GORCZYCA

4jetty@comcast.net | github.com/gartpr | www.linkedin.com/in/garrettgorczyca | (831) 262-5245

## Education

California Polytechnic State University, San Luis Obispo (Cal Poly)
**Bachelor of Science in Computer Science**                                                    June 2025
Minor in Statistics
3.55 GPA | **4 Time Dean's List Recipient**

## Summary of Skills

**Programming Languages:** Java, JavaScript, C, Python, SQL, HTML/CSS, R, Racket
**Tools:** Blender, Microsoft Suite (Excel), Git, Unix, Jupyter Suite, TensorFlow, RLlib, RStudio, Node.js, React, Express, Microsoft Power Automate, Pandas

## Relevant Coursework

Data Structures, Object-Oriented Programming & Design, Computer Organization, Systems Programming, Computer Architecture, Discrete Structures, Algorithms, Intro to Software Engineering, Programming Languages, Computing with R, Intro to Database Systems

## Professional Experience

**Business Intelligence Developer – Internship – Taylor Farms**                    June 2022 – Sept. 2022
- Worked with Microsoft SQL servers to organize data and visualize with PowerBI.
- Led project development on a production scheduling solution using simple Python code and Reinforcement Learning tools on Azure.
- Worked with a large team converting thousands of labels from VBScript to Python.
- Aided with the modeling of 3 different automation tools.

**Business Applications Developer – Part Time – Taylor Farms**                    Sept. 2022 – Present
- Worked with factory managers to assist with a label system upgrade at 15 different locations.
- Performed upkeep and upgrades of automation tools.
- Assured quality of thousands of labels in a database.
- Developed tools with Power Automate that has saved hundreds of hours of work.

## Personal Projects

**Portfolio Website |** React
- Built a full portfolio website using just HTML/CSS and hosted on AWS.
- Converted completely to React and switched host to GitHub pages.
- Built Javascript programs to enable a theme switch and a contact form.

**Reinforcement Learning Car Demonstration |** Python
- Built an OpenAI gym environment on Jupyter Notebook that simulates a car racing game.
- Created a PPO Reinforcement Learning agent with RLlib and Tensorflow.
- The trained agent was able to get the max score 95% of the time.