Bryson Greco

850-324-1273 | bryson.greco@gmail.com | linkedin.com/in/grecob | github.com/grecob

EDUCATION

University of West Florida — Pensacola, FL
Bachelor of Science in Computer Science — *May 2024*

Pensacola State College — Pensacola, FL
Associate in Arts — *May 2021*

EXPERIENCE

Undergraduate Research Assistant — January 2023 – May 2023
University of West Florida — *Pensacola, FL*

- Utilized Support Vector Machines (SVMs) to develop predictive models aimed at identifying students at risk of failing their courses, enhancing early intervention efforts.
- Conducted comprehensive data analysis and modeling, demonstrating proficiency in data science methodologies and machine learning techniques.
- Developed and delivered presentations to faculty and peers showcasing research outcomes and the potential impact on student success initiatives.

Produce Clerk — July 2019 – Current
Publix — *Pace, FL*

- Provide detailed customer service, demonstrating strong communication skills and the ability to resolve customer issues effectively.
- Work in a team-oriented environment, collaborating with colleagues to achieve business goals.
- Manage time efficiently while balancing work responsibilities with academic commitments.

PROJECTS

Mogician - Workout Plan Sharing / Logging App | *Team Leader* — January 2024 – Present

- Collaborated and oversaw a four-member team as the Team leader. My team designed and develop "Mogician," a full-stack mobile-focused web application aimed at enhancing the social aspects of fitness.
- Engineered a user-friendly interface and backend logic for custom workout plan creation, logging, and sharing, incorporating a comprehensive database of 800+ exercises.
- Conducted agile development practices, including scrum sprints, planning, and retrospectives, ensuring timely delivery of project milestones and adaptation to feedback.
- Developed and executed a detailed project plan, including risk analysis, anticipated development challenges, and evaluation strategies, resulting in successful project completion and presentation.

Javascryption | *Team Member* — January 2022 – May 2022

- Collaborated in the development of "Javascryption," a JavaFX-based card game, as part of a team project for a Software Engineering class, drawing inspiration from the mechanics of the card game "Inscryption."
- Implemented card battling mechanics, including custom deck-building functionality and damage calculation, to facilitate engaging gameplay against an AI opponent
- Worked collaboratively with classmates to refine game mechanics, debug issues, and ensure a smooth user experience, demonstrating effective teamwork and communication skills.

TECHNICAL SKILLS

Languages: Java, JavaScript, Typescript, Python, C/C++, C#, SQL (Postgres), HTML/CSS, R
Frameworks: React, Node.js, JavaFX, JUnit, Ionic
Developer Tools: Git, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse, Godot, Unity
Libraries: Pandas, NumPy, Matplotlib, MongoDB, Firebase Authentication