

Harrison Lloyd

Sacramento, CA

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EDUCATION

California State University - Chico

2026

Bachelor of Science, Computer Science, Minor in Data Science

Chico, California

GPA - 3.7 / 4.0

Relevant coursework: Data Structures & Algorithms, Statistics & Probability, Discrete Math, Web & Mobile App Dev, Cybersecurity, Databases, Calculus 1-3 & Machine Learning

Dean's List 2023-2024

WORK EXPERIENCE

Data Collection at MRK Medical Consultants

06/2023 - Present

Created a data collection initiative for legal expansion

Remote

- Led an initiative to build a **database** of over **4,000** personal injury lawyers across the country, allowing the business to expand via satellite locations
- Utilized **Python** with **BeautifulSoup** to automate web scraping tasks, improving efficiency by **40%** and reducing manual input

JPMorgan Chase Virtual Internship Program

07/2024 - 08/2024

Gained hands-on experience in financial data analysis and algorithm development

Remote

- Troubleshooted and resolved **30** code issues, improving the functionality and performance of financial data applications.
- Used their **open source** library **Perspective** to generate a live graph that displays a data feed in a clear and visually appealing way for traders to monitor.

Computer Science Tutor

2024 - Present

- Taught students computer science concepts in **C++**, including **data structures and algorithms**. *Hybrid*
 - Assisted with coding assignments, debugging, and improving problem-solving skills.
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PROJECTS

Flappy Bird AI Game

- Built a Flappy Bird game using **Pygame** and integrated **NEAT** to train an **AI agent**.
- Created a **fitness based** training loop that rewards the **AI** for staying alive and passing pipes, leading to improvements over generations.

Machine Learning Image Classifier

- Developed a binary **image classifier** to distinguish between cats and dogs that achieved an accuracy of **98.27%** using **TensorFlow** and **Keras**
- Implemented **transfer learning** with **MobileNetV2** as a feature extractor and added a custom classification head for efficient training.
- Trained on **25,000** images to ensure a reliable performance

Multiplayer Battleship Game

- Built a **full-stack** multiplayer Battleship Game featuring **real-time** gameplay between players.
- Designed an interactive user interface with dynamic game boards, draggable ship placement, and a built-in chat system.
- Built a scalable backend with **Express.js** to manage game state, interactions, and communication.

ISS Tracker

- Tracked the ISS in **real time** with the **Open Notify API** and sent email alerts when it was overhead, using **PythonAnywhere** for continuous monitoring.
 - Combined ISS position data with local sunrise and sunset times to send alerts only at night for optimal visibility.
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TECHNOLOGIES & EXTRACURRICULARS

- **Languages:** C/C++, Python, HTML/CSS, JavaScript, SQL, R.
- **Technologies/Web Frameworks:** Flask, React, Git, Flutter, REST APIs, Express, Node.js
- **Extracurriculars:** Members of **ACM (Association for Computing Machinery)** and **Security Club**.