Chibuike Everton Anyiam

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PROFILE SUMMARY

Aspiring Software Engineer and Computer Science student with a strong foundation in HTML, CSS, JavaScript, Python, and Java, and a solid understanding of object-oriented programming. Contributed to a game preservation and data analysis project as a Research Assistant, showcasing skills in research and data analysis. Highly motivated, creative, and eager to learn new technologies, with proven leadership and organizational skills from managing a family poultry business. Passionate about technology, problem-solving, and collaborating on innovative projects.

WORK EXPERIENCE

Ball State Computer Science | *Teacher Scholar Researcher --- Game preservation project* **Sep 2024 - Dec 2024**

- Researched notable video game genres, such as action, adventure, and RPG, to identify those likely to remain playable and receive reissues, aiding in strategic planning for game preservation.
- Analyzed data from diverse databases to ensure validity and pinpoint at-risk genres, supporting game preservation societies in their targeted preservation efforts.
- Maintained accurate records and documentation, ensuring data integrity and facilitating smooth project operations.

Ball State University | *Special Operations Engineer* **Jan 2025 - Present**

- Created a retro arcade gaming system for CS120 students, enhancing the presentation and playability of their game projects.
- Building the system using Raspberry Pi 5 and Unix command-line operations to ensure smooth performance and user-friendly access for students.

PROJECTS

Theme Park Explorer Software **Feb 2025 - May 2025**

- Built a Java application to solve the problem of navigating theme parks by showing real-time ride wait times, live weather updates, and interactive maps using Google Maps and OpenWeatherMap APIs.
- Designed efficient custom parsers to handle complex JSON data, converting raw API responses into structured information for rides, parks, and reviews.
- Improved user experience by integrating an interactive UI that highlights ride or restaurant locations on the map when selected from a sidebar.
- Structured the application with reusable, well-organized Java classes for park data, locations, reviews, and API handling, ensuring scalability and ease of maintenance.

Bank Account Software **2024 - 2024**

- Developed a secure bank account management system using Java.
- Implemented customer account creation, deposits, withdrawals, and balance tracking with PIN-based authentication.
- Designed modular code using Object-Oriented Programming principles (Account, Customer, Bank, Menu classes).
- Incorporated error handling for insufficient funds and invalid PINs, ensuring system reliability.
- Followed Java best practices for clean, maintainable, and scalable code.

Road Racer Game **Feb 2024 - Mar 2024**

- Developed Road Racer, a 2D arcade-style game in Python using PyGame where players dodge oncoming traffic and collect coins for points.
- Implemented object collision detection and randomized spawn logic to control coin and obstacle behavior, enhancing gameplay challenge and replayability.
- Integrated sound effects and sprite-based animation to create an engaging user experience.

EDUCATION

BALL STATE UNIVERSITY **2024 - 2027**

Bachelor, Computer Science (GPA: 3.9)

- **Achievements:** Dean's list: Spring & Fall 2024, Global Distinction Scholarship Recipient

SKILLS

- **Skills:** HTML, CSS, JAVASCRIPT, PYTHON, JAVA, Data Structures & Algorithm Implementation, Research & Analysis, Version control

Extracurricular

- **Ball State First Cooking Club | Culinary connection club** | Treasurer
- **ColorStack** | Member