Jimmy Byrd

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Objective:

- Hard-working, self-driven computer science student seeking a software engineering/programming internship opportunity in order to foster self-growth and knowledge while contributing to a team environment.

Education:

- **University of Wisconsin – La Crosse:**
  - Senior in Bachelor of Science in Computer Science with emphasis on Computer Engineering
  - Expected Graduation Fall 2024
- **Western Technical College:**
  - Associate Degree in Computer and Electrical Engineering Technology
  - GPA: 3.25

Relevant Coursework:

- Software design: I, II, III, Intro to assembler and C programing, Computer Architecture, Electronic Devices, Digital Electronic Concepts, DC/AC 1 and 2, Embedded Systems, Industrial Control Systems, and Introduction to Java.
- 5 years self-taught computer programming (2018-present)

Technical Skills:

- Programming languages:
  - Python, Java, SQL, HTML, CSS, JavaScript, Swift 4, C, Assembly, C++, Lua, and Visual Basic.
- Software and Tools:
  - Putty and Putty Gen for SSH connection and RSA security, Terminal and command prompt, FileZilla for SFTP file transfer, Digital Ocean cloud computing provider and Digital Ocean API, Namecheap domain registrar. Postman for API testing, DB Browser for SQLite, SQL Alchemy (ORM) for general data base management, Ubuntu Linux OS and service for hosting, MacOS, Window.

Personal Projects:

- Developing a personal portfolio website using HTML, CSS, JavaScript, and Python.
- Built Discord chat bots and automation for managing game servers via API access.
- Contributing to a potential DARPA technology project proposal for use in the military.

- Created an electronic checkerboard game implementing an opensource AI I found on GitHub using Arduino Uno and Raspberry Pi, featuring 3D modeling and printing. Utilized momentary pushbuttons, Neo pixels, an array of shift registers, and C programming to transmit input data from Arduino via USB to the Raspberry Pi programmed with python.
- Web Scraper to find deals on Steam Marketplace and store data in an SQLite database.
- Experimented with video game development using Unreal Engine, C++ programming, and Blender for 3D modeling.

Experience:

- Founded and managed a gaming community that grew to over 12,000 members by renting and configuring over 30 game servers. (2018-2020)

Military Experience:

- **United States Air Force Veteran: 2015-2017**
  - Early Honorable Discharge due to Medical Reasons
- Air Force Basic Training: September 2015
- Aerospace Maintenance Apprentice 3 level: February 2016
- UH-60 Helicopter Journeyman 5 level: May 2017
- Participated in intramural sports teams such as flag football, ultimate Frisbee, and softball.
- Participated in several volunteer opportunities on Nellis Air Force base, Nevada and the local area of Las Vegas, Nevada.