James (JB) Pryor
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Education

Bachelor of Science in Computer Science: Software Engineering   Expected Graduation:
Point Loma Nazarenem University, San Diego, CA   May 2026
Relevant Coursework:
       -Data Structures & Algorithms, Database systems and Web Integration, Operating Systems, Software Engineering, Computer Architecture and Assembly Language

Skills

Languages: Java, Python, Javascript, C++, C#
Web development: Html, CSS, react, figma
Databases: MySQL, SQLite
Tools: VS Code, GIT, Node.js, AWS, Unity

Projects

Mario Level Maker-
Created a java application using javafx to select between blocks to build out your game level; setting the spawn and the finish block as well as any different blocks to place anywhere. Once done designing your own level you click play and you play through it.
Used: java, javafx, oop, file writing/reading, player physics
Stock Tracker-
Created a website that prompts you to input a stock's ticker and upon search it displays the stock's financial information: marketcap, stock price, as well as last few news articles about the company and a day graph on the stock, with the stock analysts rating of a buy hold or sell.
Used: Html, Css, Javascript, Node.js, react, figma
Portfolio Website-
Created a website that prompts you to input a stock's ticker and upon search it displays the stock's financial information: marketcap, stock price, as well as last few news articles about the company and a day graph on the stock, with the stock analysts rating of a buy hold or sell.
Used: Html, Css, Javascript, Node.js, react, figma

Work Experience

Software Engineering Club
Point Loma Nazarenem University, San Diego, CA

Cybersecurity Club
Point Loma Nazarenem University, San Diego, CA