

EDUCATION

New Albany, IN

Indiana University Southeast

Fall 2015-Present

- B.S. in Computer Science, Expected Fall 2019.
- Minor in Mathematics, Expected Spring 2018.
- Coursework: Software Engineering; Programming Languages; Computer Structures; Data Structures; Data Science; Analysis of Algorithms; Database Concepts; Artificial Intelligence

LANGUAGES AND TECHNOLOGIES

- C#; C++; Typescript; PHP; Java; Python; ASPX
- .NET; Visual Studio; JetBrains Suite; Unity3D(5+ years); Git

WORK EXPERIENCE

Computer Science Tutor

Indiana University Southeast

Fall 2017-Present

- Assist Students in their course work by providing insight into the problem or assignment.
- Work closely with professors to ensure students understand material and seek appropriate assistance.

Produce Clerk

Kroger

March 2015-December 2017

- Keep produce floor full, fresh, and clean.
- Apply the 3A's (Acknowledge, Assist, and Appreciate) to all customers.
- Work well with team to effectively and efficiently accomplish tasks.

ADDITIONAL EXPERIENCE

Leadership

- High School Tech Club
- Boy Scouts of America

Projects

[Github.com/jb1361](https://github.com/jb1361)

- **Open Angel Arena** (2017). Open source contribution to a mod for the game called Dota 2. (github.com/OpenAngelArena)
- **Kattis** (Ongoing). Tackle programming problems from previous ACM contests. Python; C++
- **ShootingForA** (2017). Top down shooter style game made in Unity3D. C#.NET (Unity API)
- **Third person camera system** (2016). A complete package on the Unity3D asset store that allows you to easily implement a third person camera system for the player. C#.NET

Research

- **RS3 GE Prediction Model** (2017). I developed a model that predicts future prices of items in a game by collecting three months of data and running a linear regression algorithm to produce price predictions.

HONORS/ACTIVITIES

- Member of Association Computing Machinery (Participated in the 2017 ACM Competition)
- Dean's list
- Treasurer for Computer Security Group