

## JOSEPH CALL

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### EDUCATION

William & Mary, Williamsburg, Virginia

*Bachelor of Science*, Expected May 2022

*Major*: Computer Science

*Honors*: Alpha Lambda Delta, Phi Eta Sigma

*Cumulative GPA*: 3.59/4.0

### RELEVANT COURSES

#### *Applied Cybersecurity*

- Performed vulnerability assessments and penetration tests on lab servers
- Wrote reports for penetration tests
- Mitigated security vulnerabilities

#### *Software Development*

- Expanded upon 3D first-person maze game
- Developed front-end and back-end code in Java and XML through Android Studio
- Worked with GitLab, Eclipse, and SCRUM practices

#### *Database Systems*

- Used PostgreSQL and Python to develop an inventory management system for William & Mary
- Analyzed performance of SQL queries
- Practiced effective database design (ER diagrams) with the use of a vector graphics program, Inkscape

### COMPUTER SKILLS

*Programming*: Python, Java, C#, C++

*Databases*: PostgreSQL, Psycopg2

*Android Development*: Android Studio, Firebase, XML

*Operating Systems*: Windows, Unix, Linux, Android

*Other*: Eclipse, Visual Studio 2019, Vim, SFML, Inkscape, active participant in GitHub

### RELEVANT EXPERIENCE

*Coding instructor*, Codakid, Remote, May 2021 – present

- Tutored children ages 6-15 in Python and Scratch
- Worked with a team of tutors and staff to teach basic programming concepts and applications
- Promoted development of critical thinking

### PROJECTS

*William & Mary Inventory Management System* ([GitHub](https://github.com/jbcallv/wm-inventory-management-system))

- Command-line application that uses a PostgreSQL database to keep track of all computer systems and components used by the College of William & Mary. Project is currently in use by William and Mary's computer science and math department
- Developed in Python

*Course Schedule Generator* ([github.com/jbcallv/wm-schedule-generator](https://github.com/jbcallv/wm-schedule-generator))

- Web application that generates a conflict-free course schedule for students at William & Mary
- Personal project in progress using Javascript, HTML, and CSS

*Maze* ([github.com/jbcallv/maze](https://github.com/jbcallv/maze))

- Desktop application for generating pseudo-random mazes using backtracking algorithm
- Developed in C++ using the SFML graphics library

### LANGUAGES

*English*: 5/5/5

*Spanish*: 5/5/5