

JARRETT KIZER

Portfolio Link: <https://jkizer02.github.io/>

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EDUCATION

University of South Carolina Beaufort, Beaufort, SC

Bachelor of Science GPA: 3.97

Expected April 2025

- Dual Degree: **Computational Science and Mathematics**

Relevant Coursework:

- Agile Practices in Video Game Development, Cryptography, Modeling and Simulation (In Progress), Data Visualization (In Progress), Machine Learning in Cybersecurity (In Progress)

CURRENT TECHNICAL SKILLS\LANGUAGES

Languages

- Python (preferred), SQL (proficient), R (proficient), C#(proficient), Java (proficient) Matlab (proficient), Visual Basic .NET (proficient), VBScript(proficient),VBA (proficient), PowerShell(prior experience), C++ (prior experience), CSS (prior experience), HTML (prior experience)

Software

- Git Bash, Seaborn, Numpy, Unity, Github,s BitBucket, Visual Studio, Apache Netbeans, Spyder-IDE, LucidChart, Visio, SQL Server Management Studio, Plastic SCM, ShortCut

RELEVANT EXPERIENCE

Math Tutor, October 2021 – May 2023

University of South Carolina – Beaufort

- Tutored over 250 hours in College Algebra, Pre-Calculus, Calculus 1, Calculus 2, and Business Calculus

IT Intern May 2023 – August 2023

BlueCross BlueShield of South Carolina

- Interned under the Process Automation and Capture Solutions team created and updated documentation for 15 Lines Of Business, from 75 Business Process Models, 300 document types, and 600 queues

Lube Technician April 2017-August 2022

Kizer Auto Repair

- Serviced over 30 vehicles a day performing a variety of maintenance task
- Lead the company in a transition from an analog database system to a cloud based vendor product

AWARDS AND HONORS

- Palmetto Fellows Recipient
- Silver Medaillist in Algorithm Design 1 Fall 2021
- Runner-up in USCB Agile Game Competition Fall 2022
- President's List Fall of 2021, Fall 2022, and Spring 2023
- Dean's List Spring 2022

PROJECTS

- *Portfolio webpage*: A webpage made using HTML CSS and the Bootstrap Framework
- *Last Minute*: A first person escape room game created in Unity using C#
- *Shape of Mind*: A short scenario created in greenfoot using Java that is inspired by the appeal to authority logical fallacy and the optimism cognitive bias
- *Shower Dash*: A short video game built in Unity using C#