**Jarrett Kizer**

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

LinkedIn profile: https://www.linkedin.com/in/jarrett-kizer/

(843) 929-8813 jarrettkizer@gmail.com

**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, Data Visualization, Machine Learning in Cybersecurity

**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), Microsoft PowerShell(prior experience), C++ (prior experience), CSS (prior experience), HTML (prior experience)

**Software**

Git Bash, Tensorflow, Seaborn, Numpy, Unity, Github, BitBucket, Visual Studio, Apache Netbeans, Spyder-IDE, LucidChart, Visio, SQL Server Management Studio, Plastic SCM, and 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 preforming 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
* 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#