John Cox

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EDUCATION

College of Natural Science & Mathematics, University of Houston Houston, TX
B.S in Computer Science, Minor in Mathematics *December 2024*
Relevant Courses: Operating Systems, Databases

Houston Community College Houston, TX
A.S in Computer Science *May 2022*
Relevant Courses: Programming and Data Structures, Computer Organization and Architecture

TECHNICAL SKILLS

Languages: Python, JavaScript, TypeScript, HTML/CSS, SQL, C++, Java
Frameworks: Express, Next.js
Libraries: Sequelize ORM, React.js, Open-CV
Developer Tools: Git, Google Cloud Platform Compute Engine, Windows Subsystem Linux

PROJECTS

Portfolio Website | *TypeScript, CSS, Next, Figma* *February 2023 - Present*
- Modeled mock ups of the website using Figma.
- Adapted website to be compatible with responsive dimensions.
- Wireframed designs with an easily accessible, intuitive, and user-friendly layout.

Hekima RPG Discord Bot | *JavaScript, Sequelize ORM, Google Cloud Platform* *August 2022 – January 2023*
- Pioneered and developed a text-based game for Discord members using Discord's API.
- Integrated a node package similar to html5 canvas to auto-update images for users.
- Managed member's information using Sequelize ORM to store critical game information.
- Connected and hosted through Google Cloud Platform Engine to maintain the bots up-time.

Alone [2D Game] | *Python, Pygame* *June 2022 – July 2022*
- Devised and created a wave-based game using the Pygame module.
- Applied usages of sprites to create animated imagery within the project.
- Performed trigonometric function to calculate various angles for the game mechanics.

Recent Login | *Python, Open-CV, Window's Event Scheduler* *March 2021*
- Designed and created a login security system that would take a photo of the person accessing a person laptop.
- Utilized OS, datetime, & opencv-python modules to capture the image, store, & date the image.
- Implemented the program manually within Window's Event Scheduler to execute upon logging into the laptop.

AutoFarm | *Java, Spigot API* *April 2019 – June 2019*
- Developed a Minecraft plugin using the Spigot API to allow ease of life for players.
- Interacted with a concurrent 50 players that provided execution for the plugin.
- Communicated with server administrators to recieve feedback and suggestions for the project.

LEADERSHIP

CougarCS | Director of Socials & Web Dev Committee *August 2022 - Present*
- Produce professional and sociable events for the largest CS organization at the University of Houston.
- Manufacture and organize events with the activities team in the organization.
- Reworked pages of the CougarCS's website from JavaScript (React.js) to TypeScript (Next.js).
- Synchronized with web dev team leads to develop and improve in areas with various projects.

Code[Coogs] | Team Lead *August 2022 - December 2022*
- Lead a growing team of 15 members to produce a Unity based game.
- Coordinated with 2 team leads to stay organized and have clear objectives
- Constructed in-person and virtual meeting to coordinate efficiently.