JOHN COX

john.cox0321@gmail.com | linkedin.com/in/johncoxdev | github.com/johncoxdev | johncoxdev.com

EDUCATION

College of Natural Science & Mathematics, University of Houston — Houston, TX
B.S in Computer Science, Minor in Mathematics — *Expected 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, NoSQL, SQL, HTML, CSS, 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 - June 2023*
- 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.

Umazing Amusement Park Website | *JavaScript, Node.js, MySQL, Azure, AWS* — *January 2023 - May 2023*
- Administered a **team of 4** to ensure a smooth transition in backend and frontend development.
- Created authentication and authorization features using **Node.js** and integrated them with a **MySQL** database.
- Designed and implemented a robust database schema using **MySQL** for efficient data storage and retrieval.
- Leveraged **Azure** and **Amazon Web Services** to deploy and manage the database and website.

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 over **300 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 in.

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.
- Achieved a **297% increase** in event turnout rates from previous semester.
- Reworked pages of the CougarCS client website from **JavaScript (React.js)** to **TypeScript (Next.js).**
- Synchronized with web dev team leads to develop and improve in areas with various projects.

CodeRED | *Logistics Executive* — *May 2023 - Present*
- Led and oversaw a team of **12 members** to produce the **largest hackathon** at the University of Houston.
- Constructed all logistical requirements for over **350 participants**.
- Developed and allocated resources efficiently including budget, venue, prizes, and equipment.