JOHN PETRAKIAN

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COMPUTER SCIENCE

Highly motivated graduate student seeking an internship opportunity in software design, development, or testing.

EDUCATION

BS in Computer Sciences – GPA 3.65/4.00
UNIVERSITY OF WISCONSIN-MADISON, MADISON, WI

Master of Entertainment Arts and Engineering, Game Engineering Track (Planned for May 2025)
UNIVERSITY OF UTAH, SALT LAKE CITY, UT

RELEVANT COURSES

Intro to Artificial Intelligence **CS 540**
Assembly Language and C Programming **CS 354**
Cryptography **CS 435**
Intro to Operating Systems **CS 537**
Computer Graphics **CS 559**
Intro to Optimization **CS 524**
Java Programming I, II, & III **CS 200, 300, & 400**
Software Engineering **CS 506**
Discrete Mathematics **CS 240**
Intro to Computer Engineering **ECE 252**
Algorithms **CS 577**
C++ for Java Programmers **CS 368**
Matlab Programming **CS 368**
Intro to Computer Vision **CS 639**
Probability & Info Theory in Machine Learning **CS 561**
Deep Learning for Comp Vision **CS 639**
Rapid Prototyping **EAE 6100** (Fall 2023)
C++ Game Programming **EAE 6300** (Fall 2023)

SKILLS

PROGRAMMING LANGUAGES: Java, Python, C, C#, C++, Matlab, HTML, Julia, Javascript & Assembly Language
OPERATING SYSTEMS: Linux, Microsoft Windows, & Mac OS
LANGUAGES: native English, native French, & basic Mandarin
GAME ENGINES: Unity & Unreal Engine

WORK EXPERIENCE

PENINSULA BRIDGE, Atherton, CA — Summer 2019
TEACHER: I taught approximately 40 low-income middle school students Science and the fundamentals of Computer Science. I additionally coached water polo and swimming for 50 of the students in the program.

SNEAKERS BAR & GRILL, San Carlos, CA — Summer 2017
HOST: I welcomed and seated guests; I also set up and cleaned tables.

AWARDS

2019 CWPA MEN'S SCHOLAR ATHLETE TEAM (2019): Collegiate Club, Outstanding Tier
DEAN'S LIST: Spring 2020, Spring 2022, and Spring 2023 terms at the University of Wisconsin-Madison
DEAN'S HONOR LIST: Fall 2019 term at the University of Wisconsin-Madison

PROJECTS

GAME AI: Developed an AI game player for a modified version of the game Teeko using the Minimax algorithm.
MUSEO: Collaborated with team members to develop a system where QR codes can be scanned to see custom museum art piece webpages.
PYGAME: Developed a multidirectional shooter arcade game and a side-scrolling runner action game using the Pygame modules for Python.