Jordi Bardia

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Education

University of Florida   **2018-2022**

B.Sc. in Computer Science

- Minor: *Statistics*
- GPA: *3.53*
- Relevant Coursework: *Data Structures and Algorithms, Software Engineering, Databases, Computer Graphics, Deep Learning for Computer Graphics, Linear Algebra, Regression Analysis*

Projects

myAvatar – Python, Tensorflow, OpenGL   **Nov. 2020-Jan. 2021**

- Implemented a machine learning algorithm to render 3D models of faces from images.
- Developed a GUI application for taking photos, rendering 3D models from the photos, and displaying them through an OpenGL window.
- Wrote code to train and evaluate the machine learning model.

Rogue Royale – Python   **Jul. 2020-Present**

- 2D single-player battle royale game written entirely in Python using Pygame.
- Wrote code for collision detection, map generation, player movement and interaction, game states, and render queueing.
- Currently working on AI implementation through decision trees.

Neuro Navigation – React, JavaScript, HTML, CSS   **Feb. 2020-Apr. 2020**

- Developed React app in a group of 7 as a concept for a patient login for the UF Neurosurgery Department.
- Worked on front-end design, logic, and mobile implementation.

Skills

Languages: Python, C++, Java, JavaScript, R

Frameworks/Technologies: React, Tensorflow, OpenGL, Django