

# Joey Orofino

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## EDUCATION

**Georgia Institute of Technology**, Atlanta, GA expected grad May 2024  
• Bachelor of Science in Computer Science.

## EXPERIENCE

**Teaching Assistant**, Data Structures and Algorithms June 2022 – Present  
*Georgia Tech College of Computing* Atlanta, GA  
• Assist in teaching 1000+ students key concepts of programming, data structures, and algorithms  
• Instructed weekly recitation lectures for 105 registered students  
• Guided students through homework's and course material in 3-hour weekly office hours  
• Enabled student success through detailed feedback and grades on homework's and daily quizzes

**Shift-Leader**, Barista June 2020 – August 2021  
The Red Bean Annapolis, MD  
• Managed and maintained store operations for 500+ patrons per shift  
• Trained 10 new employees in customer service, business operations, and workflow procedures

## SKILLS

**Programming:** Intermediate - JAVA, React, Kotlin, HTML, and C  
Beginner - JavaScript, Assemble, CSS, Firebase, and C#  
**Concepts:** Data Structures and Algorithms, Agile, UP, Computer Organization, and UI Design  
**Tools:** Git, GitHub, VSCode, IntelliJ, Android Studio, and NPM

## PROJECTS

**Game Suite**, Class Project May 2022 – August 2022  
• Collaborated with 4 partners to develop Chess, Blackjack, and Wordle games  
• Integrated and created unified process artifacts and models for Objects and Design course

**Visualization Tool**, Data structures and Algorithms August 2022 – Present  
• Enhanced course resource that enables 1000+ students to visualize course concepts  
• Analyzed JavaScript functions to optimize visualization API method calls

**PaperPlanes**, Video Game Development Club January 2022 – May 2022  
• Corresponded with 45 club members to develop large scale interactive game in C#

**Personal Portfolio**, React Website July 2022 – Present  
• Deployed and developed well designed website using React and CSS

**HackGT**, Hackathon October 2022  
• Compete in 36-hour annual hackathon against 1,500+ nationwide participants  
• Program an innovative project that will help solve or aid in a specific worldwide issue

## Involvement

**Developer Student Club**, Member August 2021 - Present  
• Participant in Google's peer-peer learning environment.  
• Formulated computational solutions for local businesses and their communities.  
• Gained new developing skills through hands-on workshops, events, and project-building activities.

**Robotics Outreach Club**, Member August 2021 - Present  
• Volunteered at community robotics events, including VEX, FIRST, and BEST Robotics competitions  
• Helped educate, inform, and promote robotics within local and large community events

**Chess Club**, Member August 2021 – Present  
• Developed intellectual and problem-solving skills while connecting with fellow peers