

## Josh Cacayan

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### Career Objective

Seeking for a career in the workforce that will present me an opportunity to display and advance my technical and problem-solving skills in the field of computer science and information technology.

### Education

- B.S Kutztown University of Pennsylvania Kutztown, PA
- **Major: Computer Science** August 2021- May 2025
- GPA: 3.14
- Related Coursework:
  - Data Structures, Network and Secure Programming, Calculus 2, Advanced Scientific Programming, 2D Game Development, Programming Languages, Software Engineering, Operating Systems, Data Mining 2, Advanced Scripting for Data Science

### Work Experience

- PFS Shopper at Giant Direct Jun 2022- Aug 2023
  - Worked to get people's groceries for online shoppers efficiently and in a timely manner.
- Desk Receptionist at Kutztown University Mar 2022- Jun 2022
  - Took care of organizing mail and checking people in and out of resident's buildings.
  - Any housing issues regarding resident requests were dealt with by performing tasks in a quick manner to maintain customer satisfaction.

### Skills

- Operating Systems: Windows and Linux
- Programming languages: Python, C++, C#, Postgresql, PHP, x86 assembly,
- Tools and Technologies: Unity Hub, Gamemaker, Weka, Scikit-Learn, Front end (html css javascript)
- Languages: English and Spanish
- Math: Statistics and Calculus
- Soft Skills Interpersonal Communication and Problem-solving skills, Analytical, Team Player

### Projects

- Network Chat (Network Programming)
  - Creates a network chat between multiple clients connected to a server using python and sockets with 3 people.
- Binary Search Tree with Terms and Exponents
  - Developed a binary search tree for expressions with terms and exponents using C++ and OOP.
- Plant Pro (Software Development Project)
  - Prototyped a general app for planters to keep track of their plants' health through sending requests to a plant API and getting current health of a plant with a raspberry pi.
  - Developed a software development poster and Gaant chart to organize the project with 4 people, using github for project management, and used AWS to host the website and database
  - Created a postgresql database and developed the back end of the website, using php to query from the database to pull user and plant data, as well as the front-end using html and css
- Video Game Patterns (Advanced Scientific Programming)
  - Analyzed 3 video game datasets and made conclusions about how factors such as country and certain video game systems influence what types of games people play.
  - Used python libraries such as Seaborn, Matplotlib, and Pandas with the Jupyter Notebook IDE to create data visualizations.
- Dean Gull Ball (Game Development 1)
  - Created a 3D orb platformer game using Unity Hub and C# in a team of four.
- Ecommerce Linear Regression Project
  - Small data analysis project about an ecommerce company that sells clothes online, and based off a linear regression model judge their sales if their website or mobile app experience sells better
  - Used scikit-learn to do a train test split on the dataset, which helped predict the correlation between the average hours spent on the website and app with the yearly amount spent on clothing.
- Mental Health and Music Analysis
  - Analyzed music factors such as favorite genre, mental health status, and age to analyze whether music impacts one's mental health or not
  - Used Weka to implement machine learning algorithms such as decision trees and bayes algorithm to predict if certain factors impact one's stance on if music impacts mental health.