

# JOSHUA BRINSON

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## Education:

### Memorial University of Newfoundland

September 2018 – February 2023 (St. John's, NL)

Bachelor of Science, Major in Computer Science (GPA 3.39/4.00)

Selected Coursework: Computer Networking, Computer Architecture, Computer Vision, Object-Oriented Programming, Data Mining, UI/UX, Data Structures and Algorithms, Operating Systems, AI Algorithm Techniques, Game Programming

### Phoenix Academy - Highschool

September 2014 – June 2018 (Carmanville, NL)

Honour student

Recipient of Governor General's Academic Medal, signifying graduating with the highest GPA

## Projects:

### Hough Transform Image Transformation:

Created Python program that takes an inputted image (color or black-white) and applies various computer vision techniques to it based on user selection, then outputs it for the viewer. Techniques include Hough Transform (Line or Circle method), Fourier Transform, and Canny Edge Detection. User may take filtered image and apply additional filters, add visual noise, or save a copy of the result.

### Image Filter Applicator:

Created Python program that takes an inputted image and applies various filters of the user's choosing. Filters include Gaussian, Triangle, Median, and Kuwahara. User may take filtered image and apply additional filters, add visual noise, or save a copy of the result.

### 2D Side-Scroller Video Game:

Collaborated with 3 fellow students to create a 2D side-scrolling platformer in C++ and SFML. including a game engine created from a bare-bones framework provided by our professor. Player controls wizard that throws various projectiles at enemies while traversing through floating platforms and pitfalls to kill the dragon; includes inventory management, health bar, powerups and ammo, a navigable overworld, saving and loading and a custom level editor. Game engine manages sprite drawing and animations, entity and assets management, physics and game scenes. [PROJECT REPO REQUIRED TO BE PRIVATE BASED ON PROFESSOR'S INSTRUCTION – full game demo here: <https://www.youtube.com/watch?v=OpwiS1YRkik>]

Visit <https://github.com/joshbrin2000?tab=repositories> to view project code.

## Awards/Scholarships:

Governor General's Academic Medal

MUN entrance scholarship (\$2,250)

Excellence in Math, Sciences in High School (\$350)

## Technical Skills:

C, C++, Java, JavaScript, Python, GitHub – Proficient

SQL, MySQL, Git, HTML, CSS, React, Unreal Engine 4 – Familiar

Windows – Proficient

Linux – Familiar

Visual Studio, Visual Studio Code, Eclipse, IDLE - Proficient

MS Word, PowerPoint, Database, Excel – Proficient

## Soft Skills:

Hard-Working, Focused, Quick Learner, Flexible,

Adaptable, Responsible, Eager to Learn, Team

Player