

JOSEPH HERKNESS

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EDUCATION

Oakland University, Rochester MI

September 2014 - Present

- B.S. in Computer Science, expected December 2017. GPA: 3.72

TECHNICAL SKILLS

Proficient in: Java, Swift, Python, HTML, CSS

Familiar with: Objective-C, C, C++, Javascript, Firebase, SASS, JQuery, Node.js, Amazon Web Service (AWS), SQL

Frequently use: Xcode, Git, Eclipse, Android Studio, Unity, Photoshop, Illustrator, Blender

TECHNICAL EXPERIENCE

Teaching Assistant, Oakland University

May 2015 - Present

- Responsible for developing and instructing advanced computer science courses (Java, Python, Javascript, HTML, CSS, problem solving, robotics, game development, and cybersecurity).
- Instruct courses on electrical and mechanical engineering.
- Increased computer science course satisfaction to 95%.

PROJECTS

Conway's Game of Life implemented in C++

July 2016

2D Java Game Engine

June 2016

Augmented Reality Sandbox

April 2016

Ramsay, Spartahack 2016

February 2016

- Created a voice activated kitchen assistant skill for Amazon Alexa in 18 hours using Javascript, Node.js, and a REST API called spoontacular. Deployed on AWS.

Shared Space, Sophomore Design

September 2015 - December 2015

- Created a local event aggregation application for Android using Java, Firebase, Android Studio, and the Google Maps framework.
- Monitored progress and task completion for a 5 member team, and conducted user testing.

Studr, MHacks VI

September 2015

- Created an iOS application in 36 hours using Swift and Parse with the purpose of simplifying the act of creating, managing, and joining study groups.

HONORS & ACTIVITIES

- Deans List & Academic Honors
- Spartahack (Programming competition)
- Volunteered for Oakland Universities Engineering & Computer Science Day
- MHacks VI (Programming competition)
- Academic Achievement Award (Scholarship)

Every Semester

February 2016

January 2016

September 2015

September 2014