

# Joe Hardy

jsaur92.github.io

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(803)-740-8005

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## EDUCATION:

University of South Carolina  
*Bachelor of Computer Science*

*Graduation: May 2028*

Columbia, South Carolina  
*Major GPA: 4.0*

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## WORK EXPERIENCE:

Computer Science Tutor

September 2023 - May 2024

South Carolina Governor's School for Science and Mathematics Hartsville, SC

- Worked as a tutor for Computer Science for high school students after school two times per week.
- Taught principles of Java and Python to junior- and senior-level students.
- Maintained a consistent schedule and communicated with other tutors to keep the tutoring center efficient.

Math Animation Programmer

June 2023 - July 2023

University of South Carolina Columbia, SC

- Worked under Dr. Paula Vasquez at the University of South Carolina to program animated diagrams for her proprietary Linear Algebra textbook using Python and Manim.
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## PROJECTS:

Game Jam Crunch

February 2024 - May 2024

- Made six video game prototypes over the course of six weeks as part of SCGSSM's Game Design and Development Course using Java with the Processing library as well as the Godot engine.
- After the six weeks, developed a seventh, larger prototype over the course of two months.

Rivals of Aether Workshop Modding

June 2020 - June 2022

- Worked on a series of seventeen mods to the game Rivals of Aether over the course of two years, ranging from cosmetics to playable characters.
  - Received over 25,000 downloads across all mods.
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## TECHNICAL SKILLS:

**Languages:** Java, Python, HTML, JavaScript, GDScript, C#, GML

**Game Engines:** Godot, Unity, GameMaker Studio 2