

# JOSIAH WHITE

## Education

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### University of South Carolina

*Bachelors of Science in Computer Science, Minor in Business & Data Science*

**Expected Graduation: May 2027**

*Columbia, SC*

- Honors College — **GPA: 4.0**
- Courses: Software Engineering, Intro to C++ & Linux, Operating Systems, Computer Architecture, Intro to Java 1 & 2

## Work Experience

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### Undergraduate Research Assistant - Honors College Research Grant

**Aug 2025 – Present**

*University of South Carolina*

*Columbia, SC*

- Received competitive research grant to develop a MIPS assembly interpreter within the Godot engine using C++
- Designed a virtual machine to parse and execute MIPS instructions, modeling registers, memory, and instruction flow within a game engine environment
- Explored integration of low-level systems concepts with game development, laying groundwork for a MIPS-based game engine

## Projects

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### KeyQuest - Music Learning Application | *Source Code*

**Java | JavaFX**

- Collaborated in a 5-member Agile team using **GitHub Projects** and **Scrum** methodology to manage sprints, track issues, and conduct regular stand-ups
- Led architecture planning by creating **UML** diagrams and following the Software Development Life Cycle from requirements to testings
- Developed **JavaFX**-based UI and implemented backend logic for sheet music playing and creating
- Wrote and executed unit tests using **JUnit** to ensure code reliability and maintainability across modular components

### Minesweeper | *Source Code*

**C++ | Qt | CMake**

- Recreated the classic Minesweeper from scratch with a GUI for users to enjoy
- Managed game logic using **object-oriented principles** to ensure efficient interaction between front-end and back-end elements
- Configured a **CMake** file to optimize the building and compiling of the game

### CockBots - Social Media Application | *Source Code*

**PHP | SQL | Python**

- Won "Best in AI" and "Best in Implementation" for CockyHacks 2024; created and presented in 32 hours by a team of 3 engineers
- Developed social media application that categorized images using AI allowing posts with bots and removing those without; built interactive social media functions, user registration, posting, and interaction with other users' posts
- Detected bots with **over 90% accuracy** using an AI built in Python and trained on gathered data
- Deployed a website on a local server using **PHP**, kept track of user data with **SQL**, and categorized the posted images using **TensorFlow**

## Leadership

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### Kappa Theta Pi

**Mar 2025 – Present**

*Executive Secretary, Founding Member*

*Columbia, SC*

- Helped found a professional fraternity aimed at aiding nonprofits and empowering students with a passion for technology
- Served as the executive secretary on the first executive board, helped to recruit and lead an alpha class of **25+** members

## Skills

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**Languages:** Java, C++, Python, SQL, JavaScript, HTML, CSS

**Technical Skills:** Git, Software Engineering, Back-End Development, Linux, Object-Oriented Programming, Data Structures & Algorithms