John Graham

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Relevant Skills

- > Programming languages: Python, C++, C#, Java, HTML, JavaScript
- ➤ Technical Skills: GitHub, PostgreSQL, Algorithm Implementation, Documentation, Raspberry Pi, CAD and 3D Printing
- ➤ IDE: Visual Studios, Eclipse
- > Operating Systems: Windows, Linux, some iOS
- > Soft Skills: Creativity, Adaptability, Collaboration, Communication

Projects

Simulated Point Of Sale System (Texas A&M) — Worked with a team to develop a full-stack web application using React, Node, and Express. Implemented SQL database for menu items and inventory management. Integrated APIs for additional functionality and accessibility features. Deployed and hosted the project on Render.

Maze Maker (personal) – Developed a command line Python program that generates playable Mazes using Kruskal's or DFS algorithms for maze generation. Implemented an A* Search algorithm to find the most efficient path through the maze. Users can navigate and play through the maze intuitively with keyboard controls.

Personal Website (Texas A&M) – This website mostly contains information already found in this resume, but it expands on some highlights. The page showcases basic CSS and HTML skills. It is hosted on Texas A&M servers.

➤ https://people.tamu.edu/~kirk.jgraham3/proj1/index.html

Relevant Work Experience

Idea Lab Kids (Houston, TX) – STEM Summer Camp Instructor (06/2021-09/2021)

- ➤ Led instruction for children ages 4-12, teaching computer skills, programming basics, and project management through a Minecraft mod project.
- ➤ Developed lesson plans with a focus to influence creativity and problem-solving skills. In this role, I facilitated engaging and educational experiences, fostering a passion for technology and cultivating essential skills in young learners.

Education

Bachelor of Science in Computer Science – Texas A&M (Expected: May, 2024)

- > Senior, 103 credit hours, Business Minor
- ➤ High School Diploma Stratford HS, National Honor Society