Logan Bjork

561-389-7345 | loganjaymesbjork@gmail.com | linkedin.com/in/loganbjork// | github.com/LoganJaymes

EDUCATION

University of Florida

Gainesville, FL

B.S. in Computer Science - GPA: 3.86/4.00

July 2023 - May 2027

Relevant Coursework

- Programming Fundamentals I and II
- Analytic Geometry and Calculus I, II, and III
- Discrete Structures

Projects

TRIFECTA Discord Bot | Python, discord.py, AWS

Jun. 2024

- Used Discord's provided Python API to read, write, and log user-sent scores from a variety of New York Times minigames onto a leaderboard
- Utilized AWS as a back-end host, allowing TRIFECTA to run 24/7
- Hosted a GitHub repository for version control, managing tasks, and logging bugfixes

Minesweeper | C++, SFML

Apr. 2024

- Created a standalone Minesweeper clone in C++ with a functional start screen, full game, leaderboard, and customization options
- Utilized the SFML C++ library as a front-end for the UI

Image Processor $\mid C++$

Mar. 2024

- Implemented the ability to read, write, and alter binary image files
- Reproduced various blending modes and alterations found in photo editing software, such as overlay, flipping, and adding a values to a specific RGB color channel
- Designed a command-line-interface that allows for the user to input a multitude of images, blend modes, and modifications as arguments

EXPERIENCE

Peggy Adams Animal Rescue

Jul. 2022 - Jan. 2023

 $Admissions \ - \ Data \ Entry/Community \ Support, \ Volunteer$

West Palm Beach, FL

- Assisted with taking in new shelter animals upfront, setting up appointments by email and/or phone, and
 organizing consultations on a week-by-week basis in Excel
- Input physical and vaccination data of received animals into a private, proprietary database
- Routinely answered phone calls, responded to emails, and replied to voicemails regarding inquiries around relinquishing animals

TECHNICAL SKILLS

Languages: C++, Python, HTML/CSS, JavaScript, Java

Frameworks: React

Developer Tools: VS Code, Git, AWS

Libraries: discord.py, asyncio, SFML, PyGame, fstream