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Coding Languages:

- Python - Advanced Topics (post-AP) in Computer Science Course
 - PyCharm
- Java - AP Computer Science and Data Structures (CS201)
- Swift - Some work in Advanced Topics in Computer Science
- R - AP Statistics and Applied Regression Analysis (Math245)
 - R-Markdown (in RStudio)

Projects Included (in order of importance):

- The Stats Final Paper is the best display of what I think I am good at. It involves statistical analysis using R of data on video game sales recorded from the website Kaggle. Information was added to the dataset to fill null values by way of a web scraper, attached as an appendix.
- Applied Science Research paper, where I built and programmed a board that recognized the location of each chess piece on the board. The project was mainly hardware but involved Arduino code to run the hall chips on custom pcbs wired to multiplexors.
- Secondus.py is another project from AT CS. This wasn't the most academic, but it scraped all the results from a website for an E-sports league and calculated the elo of each of the teams competing. It then graphed that information using the python package pygal.
- The wiki-Races project, where the code scrapes Wikipedia and charts the shortest path between two different pages. This is called primus.py in the GitHub.
- Homeworks 3 and 6 from my current CS201 Data Structures class. Both have specification HTML files that describe the project. The former parse info and displays a graph, the latter use Stacks to solve a maze. These are mostly just to show that I have had experience with data structures in CS.