Michelle Moise

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Objective

An aspiring computer science student looking for an internship where I can develop programming skills through a team and individually.
Interested areas of study: Web Development, UI/UX Design, and Front-End Software Engineering

Education

Georgia Institute of Technology, Atlanta, GA   *Summer 2021 - Spring 2025 (Expected)*
- Candidate for Bachelor of Science in Computational Media
- GPA 3.03/4.0
- HOPE Scholar

Coursework

- **CS 1301:** Introduction to Computing
- **CS 1331:** Object-Oriented Programming
- **CS 2340:** Objects and Design
- **LMC 2700:** Introduction to Computational Media
- **MATH 1113:** Precalculus
- **MATH 1551:** Differential Calculus
- **MATH 1552:** Integral Calculus
- **MATH 1554:** Linear Algebra

Projects

Website Development (HTML/CSS) for CS 1301   *Spring 2022*
- Created a mock Google Search homepage that replaced the classic Google logo with the title "CS1301."
- Attached hyperlinks to the Google About, Store, Gmail, and Images pages.
- Created an additional simply designed "learn about me" page accessible through the profile picture.

2D Dungeon Crawler Game (Java/Android Studio) for CS 2340   *Fall 2023*
- Designed a short video game from scratch that involves player character navigation throughout various dungeon rooms while defeating enemies and collecting power-ups to advance to the next "level" or room.
- Video game development spanned across five sprint checkpoints throughout the semester.

Personal Website (HTML, CSS, JavaScript) for LMC 2700 *(in progress)*   *Fall 2023*
- Designed and developed a website with a navigation bar that splits the site into sections titled "Home, "About", "Resume", and "Contact".
- Aims to create a "Y2K-styled" personal website that displays my personality and hobbies through a creative outlook.

Ramblin' Romance (JavaScript) for CS 1332   *Spring 2023*
- Developed code for player interactions with the love interest, Chad Smith.
- Leveraged GitHub for version control and hosted the game, ensuring seamless collaboration among team members.
- Played a key role in enhancing user interface and styling and refining the overall aesthetic appeal of the text-based dating simulator.

Skills

Programming:	Python (advanced), Java (advanced), JavaScript (beginner), HTML/CSS (advanced), Android Studio (beginner),
Languages:	Spanish (intermediate), English (native)
Clubs:	Black Students Computing Organization (BSCO), Caribbean Student Association, Georgia Tech Chapter of the National Society of Black Engineers (NSBE), African American Student Union (AASU), GT Lifting Our Voices (LOV) and GT Creatives