

Neil Manimtim

(323) 434-0383 | nm31997@gmail.com | github.com/nman03

Objective

Computer Science graduate eager to work, with a substantial understanding of Object-Oriented Programming concepts built with a strong foundation in Java.

Education

California State University, Los Angeles

Bachelor of Science in Computer Science, May 2019

GPA: 3.939

Skills

Back-End: Java, Python, C#, Node JS

Front-End: React JS, HTML, CSS, JavaFX

Database: MySQL

Utility: Git/GitHub, Unity

Project Experience

Chatbot

In a team of five, we developed a chatbot that can answer questions, regarding CSULA, with complete answers and/or links.

- Developed a multithreaded web-crawler for the website using Python.
- Created a database that holds all crawled info using MySQL.
- Implemented natural language processing (NLP) for the chatbot using different machine learning python tools such as NLTK, spaCy, and Amazon Lex.
- Organized the chatbot web application using React JS and CSS.

Forgotten Dungeon

In a team of two, we created a 3D, First-Person Dungeon Shooter game using the Unity Engine.

- Made full use of Unity Editor along with free assets to build the game environment.
- Applied Object-Oriented Programming concepts to implement the player, enemy, and item behaviors.

AI Taxi Problem Solver

In a team of three, we used Reinforcement Learning to create a Taxi Driver AI that picked up and drops off passengers.

- Used OpenAI Gym Library in python to implement both feature-based and state-based learning to solve the taxi problem.

Reference

Available upon request.