

OBJECTIVE	Master of Engineering Acceptance	Fall 2025
EDUCATION	Bachelor of Science in Computer Science & Engineering Master of Engineering in Computer Science & Engineering J.B. Speed School of Engineering, University of Louisville, Louisville, Kentucky	Expected May 2025 Expected May 2026 GPA 3.63/4.0 Hours Completed: 114
SKILLS/COURSEWORK	Technical Skills/Relevant Coursework: <ul style="list-style-type: none"> • C and C++ • AI (Genetic Algorithms/TSP) • Python • HTML and CSS • Java • SQL • Technical Writing • Power Apps/Power Automate • Calculus I-III • SolidWorks. 	
WORK EXPERIENCE	Fort Knox HRC (Human Resource Command) Co-op II (Jan 2024 – July 2024) <ul style="list-style-type: none"> - Computer Engineer Trainee - Application design within Microsoft Power Apps Team. - Implemented Microsoft Power Automate Flows into Power Apps. - Weekly briefs w/ department and functionals to communicate updates, changes and plans. - Utilized forms of Agile development for Army management applications. Freudenberg Medical Spring 2023 Co-op I (Jan 2023 - April 2023) <ul style="list-style-type: none"> - Engineering design within the Machine and Tooling Team - Innovated tools regarding razor blade safety. - Proposed and discussed design ideas with health and safety coordinator. - Thoroughly worked with SolidWorks to 3-D model and developed drawing for designs. - Communicated designs w/ machine shop for efficient machinability and assembly process. PSI Paving (June 2021 - August 2021) <ul style="list-style-type: none"> - Assisted with paving driveways and parking lots. - Acquired knowledge of paving process and studied how different equipment operated. 	
APPLIED EXPERIENCE	Course Projects: C++: Developed binary search tree to organize and retrieve data from spreadsheet. C++: Programmed Linked Lists to retrieve data and simulate processes within Linux Operating System JAVA: Developed classes to simulate underpinnings of an art collector's database. Python: Developed Genetic Algorithm and used Wisdom of Crowds for optimal TSP solution. Personal Projects: Website (HTML/CSS): phoenixdaak03.github.io Python: Developed a password generator UI using TKinter . Desktop Computers: Upgraded and built desktop computers for daily personal and gaming use.	
ACTIVITIES/HONORS	Hobbies include modifying computers, gaming, recreational basketball, and working out. Twitch Streaming (Twitch Affiliate): <ul style="list-style-type: none"> • Valorant competitive gaming (Top 5,000 in North America/Collegiate Tournament Champion) Civil Engineering High School Course: <ul style="list-style-type: none"> • Student of the Year Award. Varsity Basketball (2019-2021): <ul style="list-style-type: none"> • Balanced training, practice, and games with high school activities. • Won district championship and competed regionally. Brown Foreman Academy Program: <ul style="list-style-type: none"> • Selective pre-engineering program that introduces students to engineering companies • Transitions students into Speed School with additional mathematical practice 	