PAUL JOY

Computer Science

PROFILE

I have been fascinated with technology ever since I received my first Game Boy Pocket for my kindergarten graduation. I am interested in Software Engineering, App/Web Development, and Game Development. I am looking forward to a position in my field to help prepare me for my professional journey, where I can demonstrate the skills I have learned throughout my time at Purdue University.

SKILLS

- **✓**HTML5
- **✓** CSS
- ✓ Javascript
- ✓SOL/SOLite
- ✓ PHP
- ✓ Laravel
- ✓ Angular.is
- ✓ Python
- ✓ Java
- ✓ C/C++
- ✓ Rubv
- √ Github

- ✓ Object-Oriented Programming
- ✓ UML/ER Diagrams
- ✓ Database Design and Management
- ✓ Microsoft Office
- ✓ Microsoft SQL Server Management
- ✓ Visual Studio Code

SHOWCASE AND CONTACT

Github: https://github.com/pjoyir

Website: https://pjoyjr.github.io/eportfolio/

Email: pjoyjr@gmail.com

Phone: (630) 967-4435

EDUCATION

Purdue University

Graduated December 2020

Computer Science Major, focusing on Web Development, both Server-Side and Client-Side programming as well as Software Engineering and App/Game Development. Member of Theta Chi Fraternity, Greek Officer of EDM Committee, competed in Intramurals, Participated in many Philanthropies.

PROJECT EXPERIENCE

Burmese American Community Institute (BACI) – Team Leader The website provided a mentee and mentor management system where users were able to create accounts, search for mentors/mentees based on preferred settings. Admins could approve pairings, view members, resumes and other unique privileges. Code is available on my Github.

Expression Calculator - Solo Project

I programmed a calculator that uses the Command and Factory Pattern along with custom abstract data types (Queue, Stack, Array) to solve a math expression. This calculator supports ')', '(', '%', '*', '/', '+', '-' and numbers. Each input should be separated by a space. Code is available on my Github.

Car Bowling - Solo Project

I programmed a web game that allows the user to drive a vehicle off a ramp to try and knock over pins. 3D models were made in Blender and the game was written using Babylon.js. The game is hosted on Github as well as the code.

WORK EXPERIENCE

Uber/Door Dash – Driver August 2019 – Current Delivering food or customers in a safe, appropriate manner while providing excellent service by communicating with the customer.

Jimmy John's - Delivery Driver

June 2017 – July 2019 Communicating with the team, learning the menu in a timely fashion, handling money honestly/properly, being able to help with cleaning as needed and delivering orders to customers in a freaky fast manner.

Jimmy John's – Catering Manager

June 2018 – July 2019 Building brand awareness and sales by facilitating execution of catering orders and following-up with clients to ensure lasting business and long-term growth.

Domino's – Assistant Manager, Level 3

January 2015 – June 2017 Managing store's labor percentages appropriately, training new members properly, completing quality control of all food served, and maintaining tight control of all financial aspects of the store.