

JAXON POLO

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Seeking Fall 2025 Co-Op
Motivated University of Cincinnati student majoring in Computer Science

PROJECTS

SPACE INVADERS CLONE

C++ / RAYLIB

- Created a fast-paced 2D arcade shooter with dynamic wave-based enemy encounters and an integrated scoring system to drive replayability
- Implemented object-oriented programming principles to structure and manage modular game components

TETRIS CLONE

PYTHON / PYGAME

- Created a fully functional Tetris clone integrating rotation algorithm, collision logic, and level based difficulty progression
- Built using scalable architecture, providing easy debugging and feature expansion

SUDOKU GAME & CALCULATOR

JAVASCRIPT / HTML / CSS

- Developed a fully interactive Sudoku puzzle application with instant input validation and user feedback
- Built a user-friendly calculator with dual input handling via keyboard and mouse

WEATHER DASHBOARD

JAVASCRIPT / OPENWEATHER API

- Built an interactive weather dashboard delivering real-time weather updates for selected cities using live API data
- Utilized API integration and responsive UI design, including error handling to enhance application stability and usability

PERSONAL PORTFOLIO WEBSITE

HTML / CSS / GITHUB PAGES

- Designed and deployed a mobile-friendly portfolio highlighting software projects, coding skills, and technical expertise.
- Emphasized clean UI design and accessibility best practices with deployment handled by GitHub Pages

EDUCATION

UNIVERSITY OF CINCINNATI, COLLEGE OF ENGINEERING AND APPLIED SCIENCE

Bachelor of Science, Computer Science

Expected Graduation: May 2027 GPA: 3.0

TECHNICAL SKILLS

- Languages: C, C++, Python, JavaScript, MATLAB
- Web Technologies: HTML, CSS
- Concepts: Data Structures, Object-Oriented Programming
- Tools: Git/GitHub, Microsoft Office

TEAM SKILLS

- Effectively collaborate with team members and adapt to different situations
- Critical thinking to improve solve problems and improve processes
- Highly organized