

Robert Ferrell

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[GitHub](#) | [LinkedIn](#) | [Webpage](#)

EDUCATION

- B.S, Computer Science - Louisiana State University, Rouge **LA December 2025**
- **Related Coursework:** Data Structures, Object Oriented Design, Computer Organization, Operating Systems, Databases, Systems Programming and Software Engineering.

TECHNICAL SKILLS

- **Languages:** Java, JavaScript, Typescript, SQL, Python, HTML/CSS, C#
- **Frameworks:** JUnit, React, React Native, Unity
- **Configuration Management:** Git, GitHub, JIRA
- **Tools:** Eclipse, PyCharm, Intelli J, VS Code, Figma,
- **Communication:** Slack, Discord

NOTABLE PROJECTS

Bark – Mobile App

- Lead a team of 5 for the development of “Bark” – an app designed to help pet owners find new friends.
- Worked with my teammates to educate react native concepts, iterating on best practices.
- Developed using React native.
- Created mockup designs in Figma as a guideline for my team.
- Integrated Firebase’s real-time database and authentication.

Rooted In Math - Game

- Led a team of three in the development of "Rooted in Math," a Unity 2D math-based puzzle game.
- Overcame tight time constraints, delivering the game within 38 hours, and secured first place in a contest.
- Introduced a random equation generation system enhancing replayability, and player engagement.
- Created an algorithm that verifies the many possible solutions to the puzzles that the game may generate.

Achievements, Awards, certificates

- WICS/SSL Hackathon - First Place *April 2023*
- GDC Summer Game Jam – First Place *May 2023 – August 2023*
- SASE 2023 Hackathon - Second Place *October 2023*
- Tiger AI Certification *May 2024*
- Deans List *August 2022 - Present*
- Google Developer Student Club Officer *August 2023-Present*