Sion Camara Wilks

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mylinkedin

Education

University of Wisconsin-Madison
B.S. Computer Science, expected May 2022
- **GPA 3.5**
- Dean's Honors List

School Activities and Projects

Snake Game - (https://github.com/sioncamara/SnakeFX)
Created classic snake arcade game in free time using JavaFX and SOLID principles

Process Scheduler – (https://github.com/sioncamara/SJF-ProcessScheduler)
Implemented using a min heap a scheduler capable of determining in what order a given commands should be processed next by a processor based on timeliness

Manually Parsing – Game Design
Choose your Own Adventure
Implemented a choose your own adventure story in java by manually parsing through various given files in order to produce a reliable interface for game play.

Camp Manager
Developed a program capable of managing a group of campers that go to a summer camp

HAMLET
Discussion Interpreter
Human Animal Machine Learning: Experiments and Theory (HAMLET).
Multiple federal research grants and publications at top machine learning and cognitive psychology venues have resulted from the interactions of HAMLET participants.

Previous Employment

Comcast – full time
Valuable experience gained, over 100 100 installations in the Twin Cities area, solving numerous technical, hardware and logistical issues.

Skills

Languages
Java, MYSQL, HTML/CSS/JS, C, dart
Tools
Scene Builder, Android Studio, Microsoft Office.
Computer Platforms
Windows, Linux, Mac OS X