**(612)-517-7773,**

[sionwilks@gmail.com](mailto:sionwilks@gmail.com)

[mylinkedin](www.linkedin.com/in/sion-wilks)

**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** 100installations 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