Terrence Coy

336-906-3904 • tdcoy510@gmail.com • linkedin.com/in/tcoy/ • github.com/tdcoy

EDUCATION

Bachelor of Science in Computer Science, University North Carolina Greensboro   May 2023
Coursework: Software Engineering, OS, Data Structures and Algorithms, Adv. Data Structures,
Databases, Big Data and Machine Learning, HCI, Principles of Computer Security, System Programming

SKILLS

Programming   C#, Java, Javascript, Python, SQL, HTML, CSS, PHP
Technologies   Git, Unix/Linux, Node.js, Express.js, Three.js, Unity, Scikit, Blender

EXPERIENCE

Student Software Developer
- Worked with a team of 3 other students to create a full-stack website for users to browse and purchase products, review previous orders and create user accounts. Designed the front admin functionality to add, remove and change products in the store. Also created the backend to save customer information and orders using PHP and SQL.

- Designed a full-stack web application consisting of multipart questionnaire utilizing machine learning to help prospective students with deciding on a major. The front end was developed with Javascript, PHP, Html and CSS. Python and Scikit were used to generate predictive model and Flask was used to connect everything.

- Developed a CRUD web application on the school's public server to store data and query results. Faker was used to generate data and the backend was written using PHP. The front end was created in HTML and CSS to add, remove or change data in the database.

- Created a web application to upload and parse XLXS files to insert them into a database. Front end was created in Javascript and the backend was handled using Node.js and Express.js.

- Created a card game in C++ that utilized ascii graphics and a simple game loop to take user input and play against an ai in the console.